THE WORLD'S BIGGEST-SELLING AMIGA GAMES MAGAZINE

AMIGA POWER

A MAGAZINE WITH *ATTITUDE*

2 DISKS!
FOR DOUBLE THE FUN!

YOURS WITH ISSUE 39 OF AMIGA POWER

3 GAMES ON THIS DISK

disk 38

ELFMANIA
Woodland folk battle for supremacy in our fully-playable demo. Not for fairies.

APIDYA
A complete, playable level of the Amiga's best shoot-'em-up. You're a wasp, and it's brilliant.

DIGGER
Quite literally make the earth move with this revitalised arcade classic. Bring a spade!

AMIGA POWER

YOURS WITH ISSUE 39 OF AMIGA POWER

3 GAMES ON THIS DISK

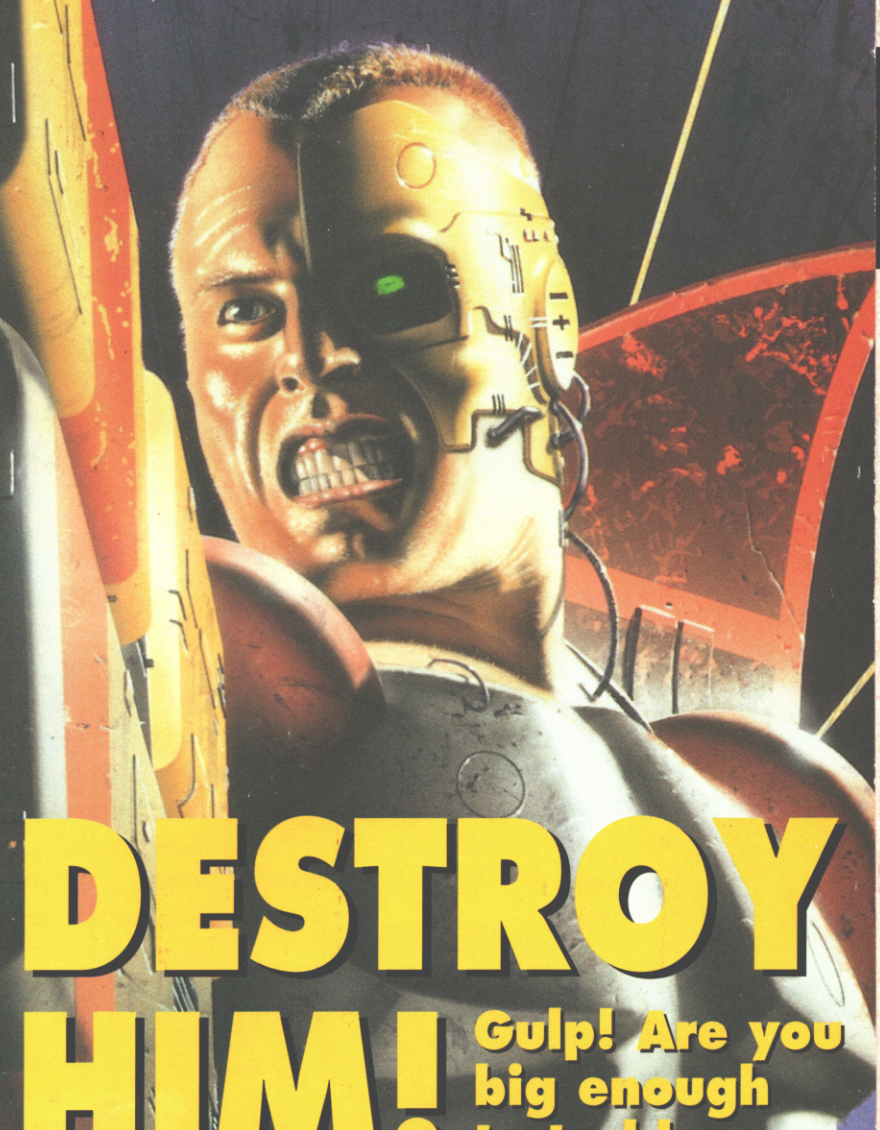
disk 39

TRICK OR TREAT
Chase your best friend around a maze. And then shoot him dead! (Er, not literally.)

BOB'S MAGIC GARDEN
Further underground tunnelling action – but this time with fruit! If you like Digger, you'll love this.

GRAVITY FORCE 2
Quite possibly the finest two-player game ever devised by human beings. Won't run on Workbench 1.3 Amigas.

AMIGA POWER



DESTROY HIM!

Gulp! Are you big enough to tackle...

Impossible Mission 2025

PLUS
Elfmania
Benefactor
Out to Lunch
Banshee
Ultimate Body Blows

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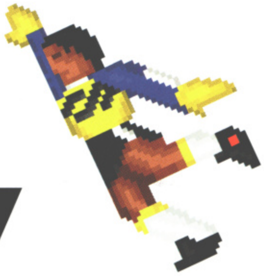
ISSUE 39 £3.95 JULY 1994

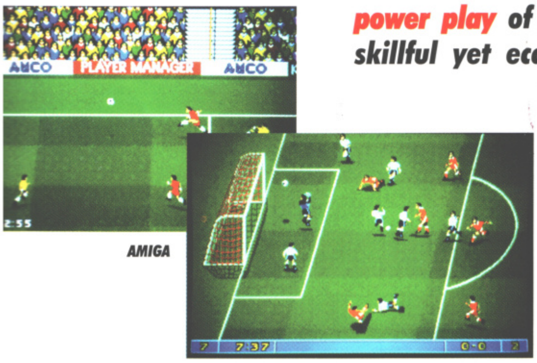
39

KICK



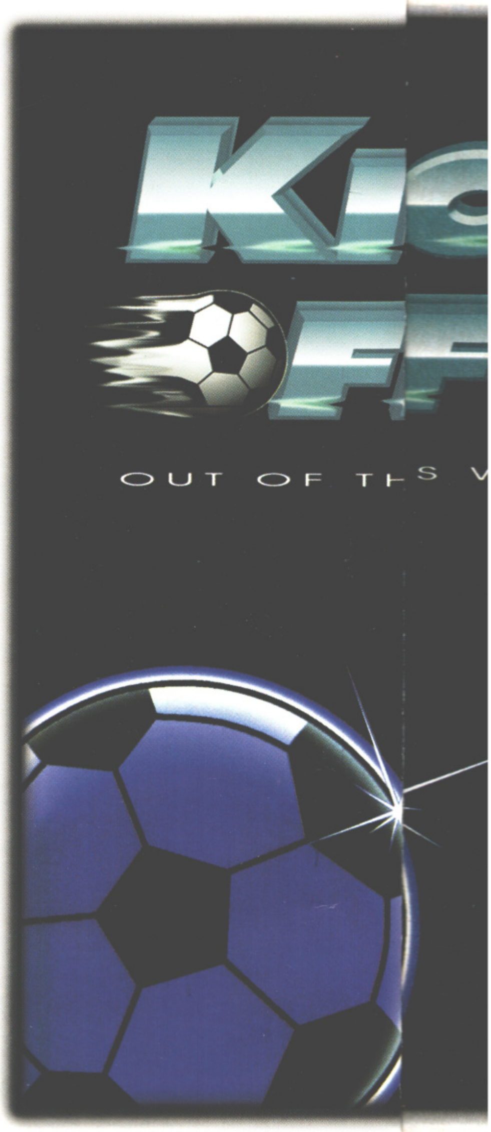
you know it's...

International action at its dazzling best. The atmosphere is electric as the stage is set for the World's best players to display their awesome skills. **KICK OFF 3** is a game for the true soccer fan. Top footballing Nations from 5 continents battle for soccer's biggest prize - The World Cup. Thrill to the **one touch football** of the South Americans, the **power play** of the North Europeans and the skillful yet eccentric African nations. Stamp your authority on the match using the key players within the team. Each country has its own style play dependent on the way these players are used. Be sure to play to your team's strengths. Use



AMIGA

PC COMPATIBLES



CD32 **PC & COMPATIBLES** **PC CD ROM**

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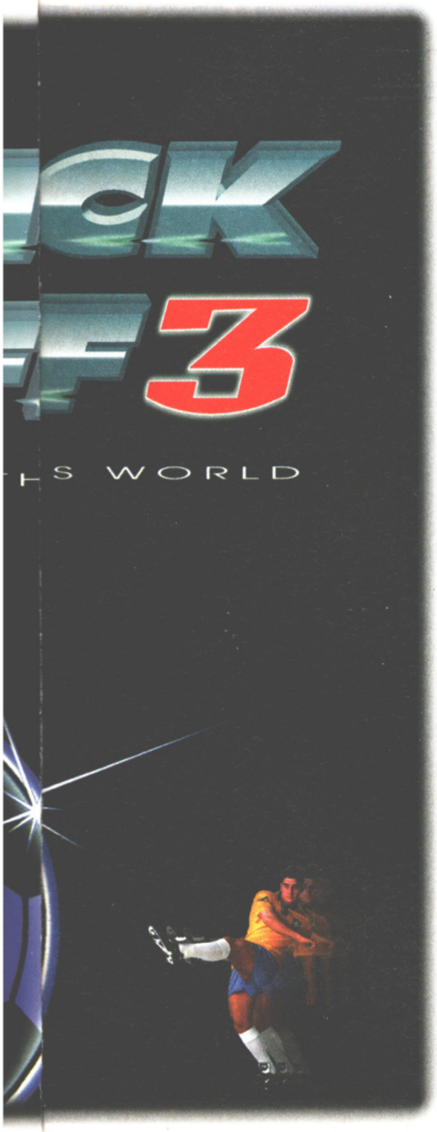
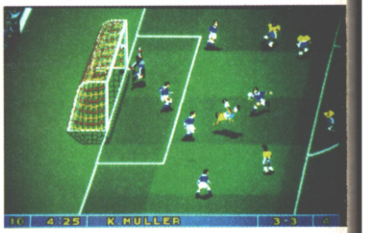


the Brazilian **Playmakers** to split the opposition with pinpoint passes or the German **Sweeper** to build from the back. Play the ball to the dashing full backs from Cameroon or release the flying Dutch **Wingers**.



PC COMPATIBLES

KICK OFF 3 is packed full of dynamic features that set it apart from any other football game.

Over 2000 frames of animation for smooth, fast flowing International action and multi directional pitch scrolling. Thirty different **SET PLAYS** for corners and free kicks give the most dramatic dead ball situations ever. A practice mode allows you to specialise dribbling, overhead kicks, volleys, flicks, diving headers and the deadly **AFTER TOUCH**. Switch your tactics and your side's style of play with a **TEAM TALK** at the right time. Speed and ball control options give instant playabilty for novice and master gamer alike. Soccer realism with Match facts, a Man of the Match award, action replays, all the latest soccer laws and much more.

kickin'

AMIGA 500/600/1200

ANCO

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THIS IS... AMIGA POWER

AMIGA POWER

ISSUE 39 JULY 1994

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THIS MONTH'S MORAL:
Don't start what you'll only have to finish.

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10 TRUE STORIES Amiga-related news from around the world, though largely centering on London, England, the scene of our dramatic *Nipper* final. And! More.

19 THE GALLUP CHARTS The thirty best-selling Amiga games, listed in numerical order for your convenience. And for the second month running, it's all change at number one.

22 GAMES THAT MIMIC REALITY We examine the world of games that tie in with real-life events. What world of games that tie in with real-life events? Never question us.

48 SUBSCRIPTIONS Why dip into your pocket twelve times when you only need to do it once? Once again, we'll do all the hard work.

52 COMPLETE CONTROL Having trouble with *Beneath a Steel Sky* and *Innocent Until Caught*? We're not. And we're prepared to share our knowledge with you. Also, your problems aired on Rich Pelley's rotary washing line.

74 BACK ISSUES/MAIL ORDER T-shirts, binders, copies of Pocket Workbench & AmigaDOS Reference, apricot flapjacks. Whatever you're after, we almost certainly sell it – and at unbeatable prices, too. Gosh, yes.

80 HI HO SILVER LINING The pages CD32 owners gather around like gnus at a waterhole, looking to see which old Amiga games have been converted to their machine this month.

85 PUBLIC DOMAIN Do just as Dave Golder says, and you need never pay for another game again. Can it be true? Yes. It can.

88 DO THE WRITE THING You write to us, and we reply. Then we beat our fists against the wall, howling at the pointlessness of it all.

91 THE BOTTOM LINE A year's games in five pages.

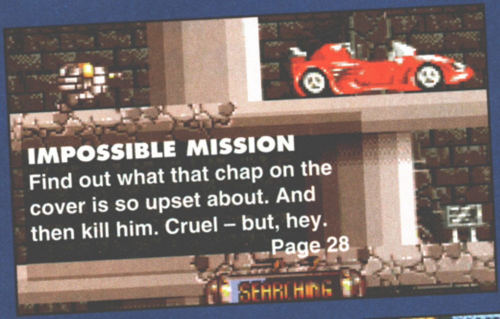
96 THE SECRET GARDEN We're thinking of getting rid of the reader ads, actually, so you can see the picture of us better. What do you reckon?

98 IT AIN'T JUST ANORAKS We did what you said. We stopped doing Wish You Were Here. But soon you'll be pleading – begging – for its return.

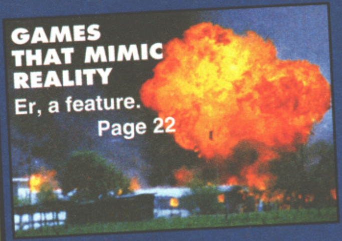
WELCOME TO AMIGA PO

Hello. And welcome to another issue of AMIGA POWER. Incredible, isn't it, to think just how many AMIGA POWERs there've been. And yet here's another one, looking as fresh and bright-eyed as if it'd only been thought of yesterday. The great *Impossible Mission 2025* review helps a lot,

GAMES OF THE M



IMPOSSIBLE MISSION
Find out what that chap on the cover is so upset about. And then kill him. Cruel – but, hey.
Page 28



GAMES THAT MIMIC REALITY
Er, a feature.
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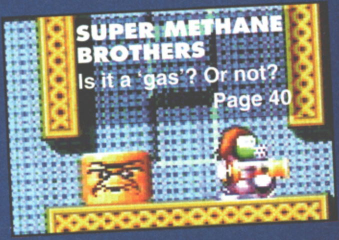
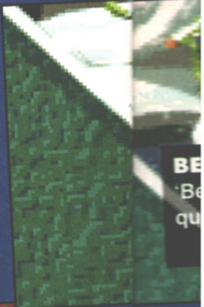
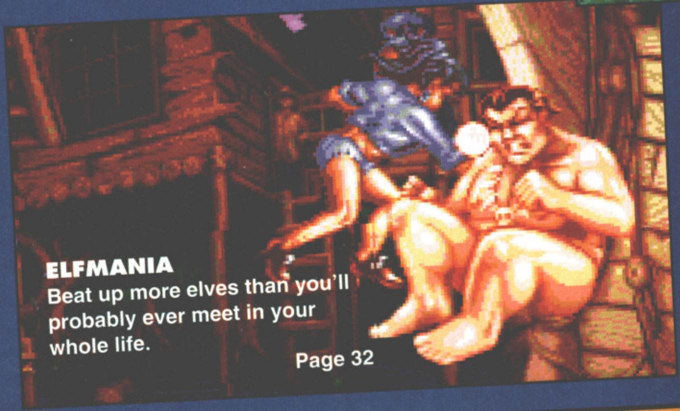


SUPER METHANE BROTHERS
Is it a 'gas'? Or not?
Page 40

BANSHEE
Kill more men than you'll probably ever meet in your whole life.
Page 44





ELFMANIA
Beat up more elves than you'll probably ever meet in your whole life.
Page 32

JONATHAN WOULD JUST LIKE TO SAY: "I'd rather listen to what everyone else would like to say."

STUART WOULD JUST LIKE TO SAY: "So what if there's no tomorrow? There wasn't one today."

CAM WOULD JUST LIKE TO SAY: "I think it was Kurt, in the garage, with the shotgun."

SARAH WOULD JUST LIKE TO SAY: "I'm paddling as fast as I can."

SAL WOUL

STEVE F WOULD JUST LIKE TO SAY:

OVER 250

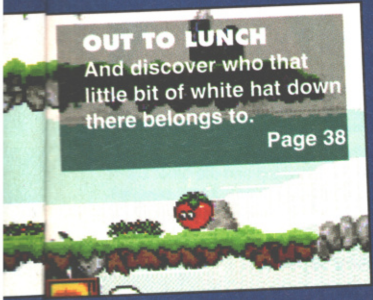
BUT STILL TERRIBLY UPSET ABOUT 195. LIFE CAN BE SO CRUEL.

A POWER

obviously. And the Games That Mimic Reality feature. In fact, it's all good, and I'm proud to be able to put my name to it. Which I'll do now, I think.

Jonathan Davies, Editor

E MONTH



OUT TO LUNCH
And discover who that little bit of white hat down there belongs to.
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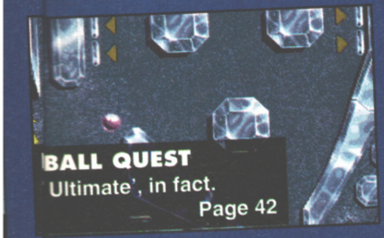

BALL QUEST
Ultimate', in fact.
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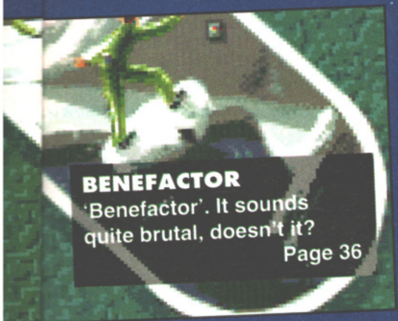

BENEFACTOR
'Benefactor'. It sounds quite brutal, doesn't it?
Page 36

WIN!

A VIDEO RECORDER CAN BE YOURS
If you triumph in our impossible *Impossible Mission* compo.
Page 64

A CD32 FOR YOU
Should you win with *Ultimate Body Blows.*
Page 73

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OULT LIKE TO SAY: "As a working mum, I can hold down my job, but not my breakfast."

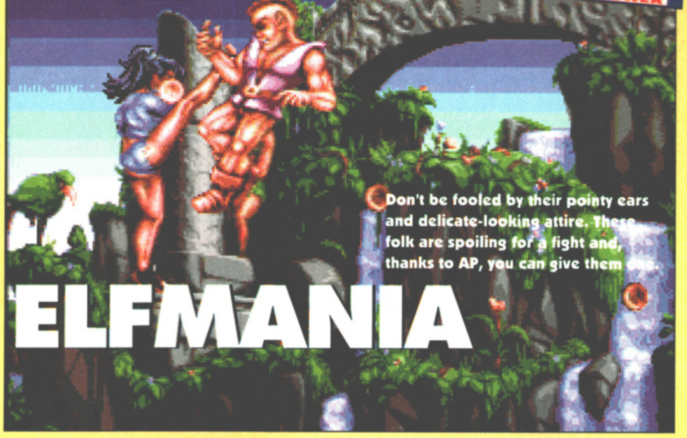
SAY: lco here I come." **STEVE M WOULD JUST LIKE TO SAY:** "Weakened sentences kill the writer."

disk 39

Far from resting on our laurels, reflecting on the glory of last month's coverdisks, we've assembled two more – and they're even more splendid. With an exclusive demo of the most eagerly-awaited beat-'em-up in history, and the world's greatest two-player game... well, phew.

disk
AMIGA POWER

INTRODUCING DISK 39



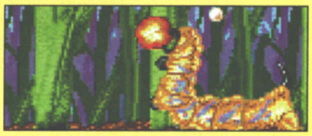
Don't be fooled by their pointy ears and delicate-looking attire. These folk are spoiling for a fight and, thanks to AP, you can give them one.

ELFMANIA

TRICK OR TREAT

Anyone with contacts in the shady world of PC gaming will have heard of *Doom*, and its exciting two-player network facility. Well, here's your chance to play a simpler, slightly cheaper-looking, but no less enjoyable version of your own. Kill! And kill again!

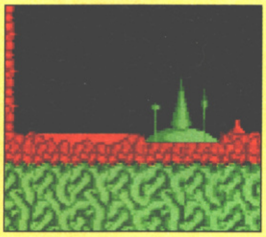
APIDYA



Try out a whole level of this tremendous insect-based shoot-'em-up. Let nothing get away unscathed – not even the gladioli.

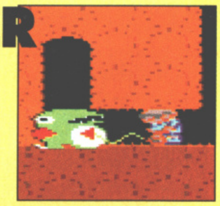
GRAVITY FORCE 2

Two-player *Thrust* with guns. It's that simple. And that good. Really, really, really, really good, in fact.



DIGGER

The first of two variations on the digging-tunnels-underground theme this month. So make like a mole.



BOB'S MAGIC GARDEN

More underground fun, but this time with fruit. You should be getting good at this by now. Eh, chums?

GOT A FAULTY DISK?

● Oh no! Are you sure? Before you go any further, try the procedures described in the panel over the page. If, after all that, you *do* have disk problems, simply place it in an envelope, along with an SAE and an explanatory letter, and return it NOT TO THE AP OFFICE but to: AMIGA POWER Disk Returns 39, DisCopy Labs, PO Box 21, Daventry NN11 5BU. If you send it to us, we'll come and stand under your bedroom window at 3am and sing the Marseillaise.

disk 39

YOUR DISK AND YOU

READ THIS BIT FIRST OR NO-ONE WILL TAKE ANY NOTICE OF YOU WHEN YOU SAY THAT YOUR DISK DOESN'T WORK.

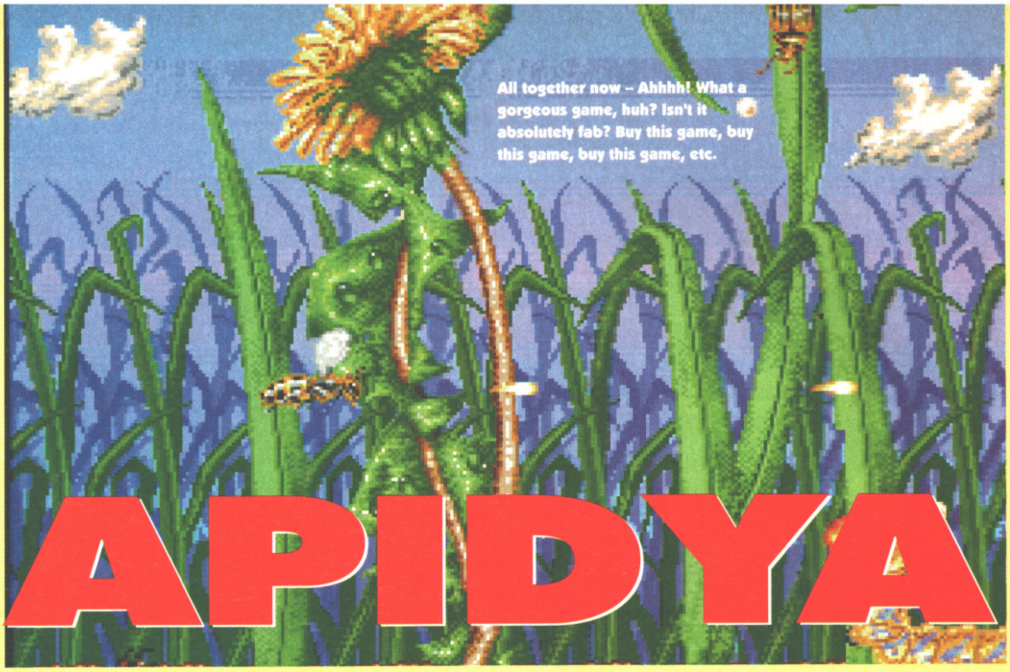
- You've only got 512K of memory on your Amiga? Blimey, that's a bit stupid, isn't it? Go and buy an expansion RIGHT NOW.
- To load any of the games, all you have to do is switch off your machine, insert the disk, and switch your machine back on again.
- An options menu will appear. Simply follow the instructions to load the game of your choice.
- Just to be on the safe side, though, the on-screen instructions say that you should press the appropriate function key to make your selection.
- You'll have to reset your machine in order to play one of the other demos. When you do so, simply follow the instructions above.
- Remember to keep the disk you are playing your game from in the drive at all times. And remember – switching the machine off for 20 seconds or so before loading a new program will help prevent disks being infected by stray viruses.
- Have a good time.

OH NO! SOMETHING WENT WRONG!

- Are you sure?
- Try all that stuff again, making sure you've disconnected any peripherals the program might not 'like', such as external drives.
- If your disk fails to load, then pop it in a padded envelope, along with a letter explaining the problem and an SAE, to:

AMIGA POWER Disk 39 Returns
DisCopy Labs
PO Box 21
Daventry
NN11 5BU

- We're really hoping that you're reading this bit, because it's quite important: please don't send your disks to us at the AMIGA POWER office. We really don't know how to fix dodgy disks, and we'll just throw 'em straight in the bin. So send them to Discopy. Please.


All together now – Ahhhh! What a gorgeous game, huh? Isn't it absolutely fab? Buy this game, buy this game, buy this game, etc.

APIDYA

Authors: Audios

All load *Apidya*!

We've had a few problems with this game on one (but not all) of our 1200s, so if you get any funny stuff, boot up while holding both mouse buttons down, and then select the ENHANCED option in the CHIP SET memory and then it'll load. Don't ask us why it does this, because we simply , don't know.

All hail *Apidya*!

According to our best estimates, the first time *Apidya* came (AP13, 89%) it sold about 22 copies, even though we raved about it, and even though it stands tall and proud at number 11 in the AMIGA POWER All Time Top One Hundred. This fact, along with Lee Harvey Oswald getting framed for capping JFK *(And England winning the World Cup in 1966. – Stuart)* are some of the greatest injustices in the world today, and being the upholders of justice and truth that we are, we've been trying to rectify them ever since. AMIGA POWER's much-publicised collaboration with Oliver Stone went some way to clearing the name of Oswald, but even though we've been going on and on about how great *Apidya* is, no one out there seems to have been listening. That is... (dramatic pause) until now.

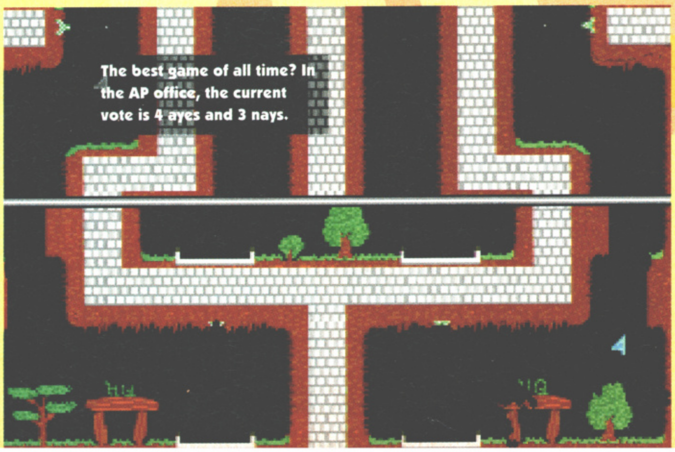
Team 17 have lofted the mighty Apidya battle banner high, and reckon that with their marketing clout behind it, such an awesomely fab game simply can't fail to sell by the bucket load. Let's hope so, eh? The full game's teeming with insect-related blastiness, drenched with thumping techno tracks, and dripping with bugs, maggots and squidgy dead rats, and to whet your appetite, here's all of level one to sample, which is three complete sections. The full game's also got a rather odd two-player game, where one player's the wasp and the other's a kind of drone gnat thing, but this demo's one-player-only.

All play *Apidya*!

In the spirit of horizontally scrolling shoot-'em-ups, you simply blast your way to the end, taking out dung beetles, butterflies and even dead leaves that get in your way. If you pick up the red flowers along left by dead bugs, the meter at the bottom gradually creeps up, and when you get to the power up you want, simply press the SPACE bar. If you save up enough flowers, you'll even get to see that little drone bug, and who knows, maybe at last this top game will get the recognition it deserves.

Still, don't just take our word for it, slap it in yer disk drive, power the little funster up and get ready to blast your way to insectoid glory.

GRAVITY FORCE 2


The best game of all time? In the AP office, the current vote is 4 ayes and 3 nays.

Authors: Barf and Mad Lamer
Not Workbench 1.3 compatible

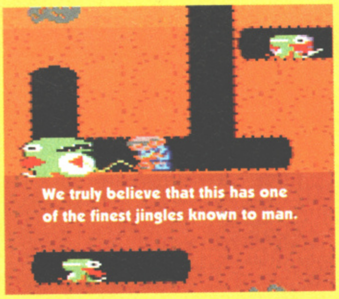
What it is

In the few weeks this has been in the office, it's been hailed by many (but not all) of AMIGA POWER as the best game of all time due to its irresistibly competitive nature, which has made us think how cruel life can be. When professional programmers are getting paid vast amounts of money to come up with gaming drivel such as *Dracula* and *The Last Action Hero* (reviewed this issue,

DIGGER

Author: Justin Leck

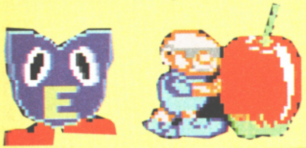
Known to the greater mass of us as *Dig Dug*, that classic old arcade game involving digging through the ground and killing nasties by blowing them up with a bicycle pump in a sadistic manner not entirely unlike that thing little kids do with frogs and drinking straws. The great thing about old arcade games is that what you have to do is so amazingly obvious that you can just play them. So just play it.

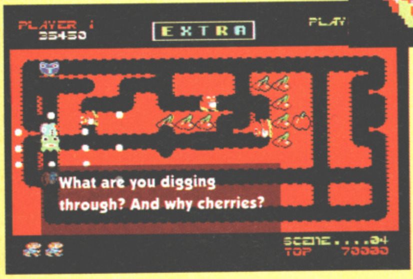

We truly believe that this has one of the finest jingles known to man.

BOB'S MAGIC GARDEN

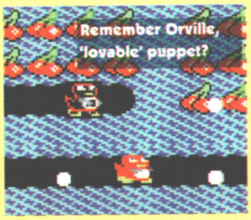
Author: Justin Leck

Or *Mr Do*, that classic arcade game involving digging around and avoiding nasties and, er, hang on, haven't we already done this? *Mr Do* is, it must be admitted, awfully similar to *Dig Dug*, but whereas you had the fiendish bike pump in *Dig Dug*, in this one you've got a magic ball that clatters along tunnels and then returns to you. This may be a minor change, but it makes a whole lot of difference to the gameplay, so give it a whirl. It's all-time top fun, we reckon.



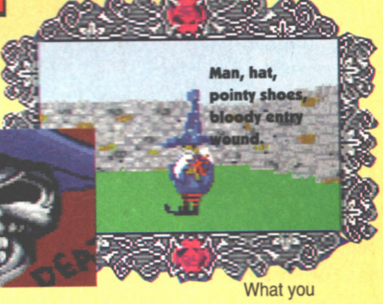


What are you digging through? And why cherries?


Remember Orville, 'lovable' puppet?

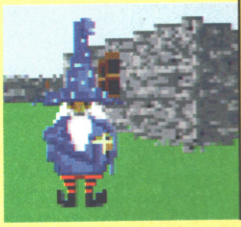
TRICK OR TREAT

Author: Duncan Stuart


Man, hat, pointy shoes, bloody entry wound.

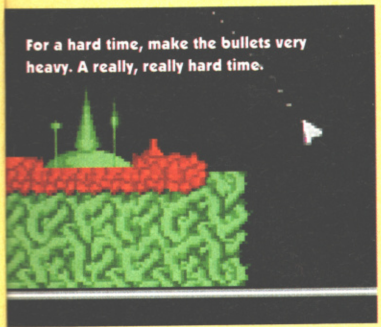
Inspired by the likes of *Doom* and *Wolfenstein* on the PC, and the fabulous *Extreme Violence* on AP24's coverdisk, AP reader Duncan Stuart's answered our call to arms and been thoroughly rewarded for his efforts. It's two player fun once more, only this time you've got to run around an odd maze dressed as a wizard and try to blow the other chap (also, curiously enough, dressed as a wizard) out of his little blue curly boots.

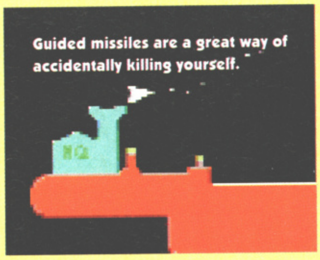
The compass shows you where the other guy is and the bar shows your damage, but you'll quickly find out that running up to each other and blazing away isn't the solution, oh no. What you need is tact, cunning, and as many power ups as you can grab out of the the rooms. You choose them by pressing DOWN and FIRE to get the arrow at the bottom, and activate them by pressing FIRE. Here's what they are and what they do:



POWER UPS

Pickles? Jam? Anyone?
A Tractor. Geddit?
Invulnerability. Pretty handy.
Stops the bad guy moving.
Invisibility. It's a good 'un.
Messes up the bad compass.
Remember, just say no.
We really have no idea.


For a hard time, make the bullets very heavy. A really, really hard time.


Guided missiles are a great way of accidentally killing yourself.

folks) and true talent such as the curiously named Barf and Mad Lamer are writing this in their spare time, then there really is no justice.

What to do about it

As you can see, it's gravity- and inertia-heavy *Thrust* wars, with each player trying to take out their opponent. Sensibly, FIRE is used to thrust and UP to fire, which makes things a lot easier. DOWN activates the special weapon, the default one being bomb which produces a fearsome shockwave. Shields, fuel and weapons can be recharged by landing on any base, the water makes a pleasant 'plop' when you drop into it, you can race round various levels, and there's about fifty levels to choose from. Absolutely everything can be tailored to suit your requirements, from the weight of shots to the type and effects of special weapons; our choice for tournament games is currently the fearsome unguided missile.

It's a shame that we didn't get to see this one in time for our All Time Top 100, as it would almost certainly have been right up near the top. Never mind. Maybe sometime next year, *Gravity Force 2* will get the glorious recognition that it so richly deserves.

ELFMANIA

Authors: Terramarque

What it is and how to play it

It's a beat-'em-up. You beat things. Up.

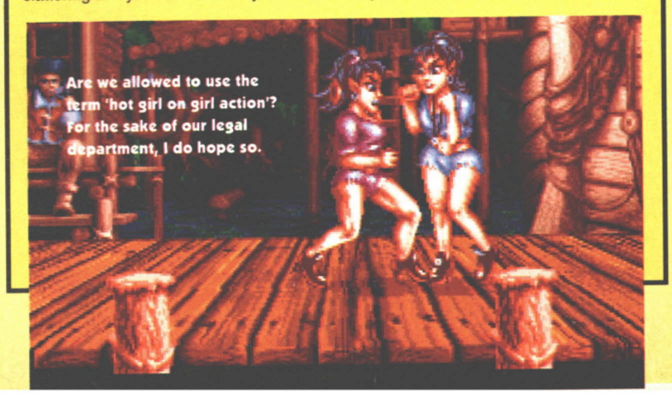
And?

No, that's about it. Work out all the moves for yourself. You can access them all by either moving the joystick or pressing FIRE and then moving the joystick. At the end of the round, the one left standing is the winner. It's ever so simple when you think about it.

No, really

Oh, okay then. Terramarque are a bunch of Nordic types, long in limb and fair of hair, and they've been keeping themselves busy with *Elfmania*, clattering away on their little keyboards, for ages now. It's now finished, so to get the full lowdown on the game, check out Stuart's review on page 32. This demo's one-player-only and features top babe-on-babe action, complete with very short shorts, very clingy, toppy, er, tops and masses and masses of great hair. Hnnnngggg!!!

Punches and kicks that connect produce a shower of coins (presumably from the combatants' pockets) which can be picked up for bonuses or punched towards the enemy as nasty impromptu ninja stars, and you can access the secret move by repeating a certain move until the move kicks in. (Ooh, bit of a clue there, it's in the wording.) Obviously, since it's a secret move, we're not going to tell you what it is, because then it wouldn't be secret any more, would it? We're like that.


Are we allowed to use the term 'hot girl on girl action'? For the sake of our legal department, I do hope so.

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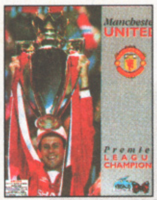

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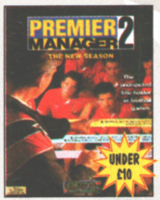

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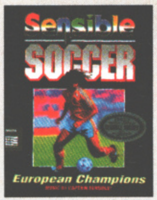

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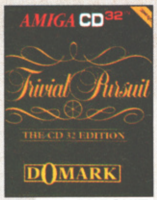

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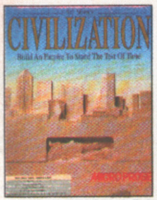

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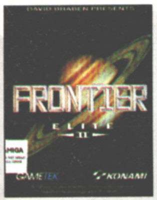

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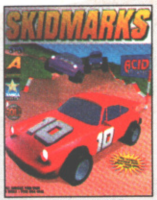

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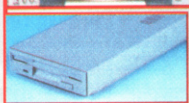

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TRUE STORIES

AMIGA POWER's newshounds have once again scoured the globe in search of these cutting-edge scoops.

FOR SALE: COMMODORE

One, er, not exactly careful owner.

Since the story of Commodore's voluntary liquidation in the US broke last month, all sorts of rumours have been circulating. There seems little doubt that somebody will buy Commodore (fortunately for Amiga owners). It's just a question of who and when.

Dawn Levack, a spokesperson for Commodore UK, told us that we could expect some definite news within the next two weeks. "There are four companies interested in Commodore at the moment", she explained, "with one pursuing rather harder than the others. Judging from some of the conversations I've overheard, it won't be long before a deal is clinched."

She was also keen to point out that, despite stories to the contrary, supplies of Amigas and spare parts were holding up well. "We have all the stock from the Phillipines' manufacturing plant here in Europe," she said, "and I can't imagine that we'll run out of anything in the forseeable future."

So the big question remains: who will take over Commodore?

Samsung, the Korean company that's got fingers in every electronic pie except computers, is the new front runner, although unsubstantiated rumours are circulating that Samsung has been less than impressed with CBM's alleged inability to provide full financial figures.

Hewlett Packard, the computer giant, also appears to be interested. HP was involved in the development of the AAA RISC chip set that will be at the heart of the next generation of Amigas, so there is a clear previous technological liaison.

Amstrad, however, who appeared to be an early favourite, is no longer a serious contender. It simply doesn't have the financial clout. The only way it might still be involved is in partnership with another bidder. And at least one pundit has tipped ASA, the PC manufacturer, as another possibility.

General opinion is that if a major player such as Samsung or HP takes the reins, it'll be a good thing for us all. So many companies are interested in buying Commodore because Amiga technology is some of the best in the world, and they want it for themselves, to use in new machines bearing the Amiga brand name. Things could soon get interesting.

Whoever buys the technology, it's a good bet that the Amiga will remain in production.

WE HAVE A WINNER

Behold the greatest Nipper player ever to live

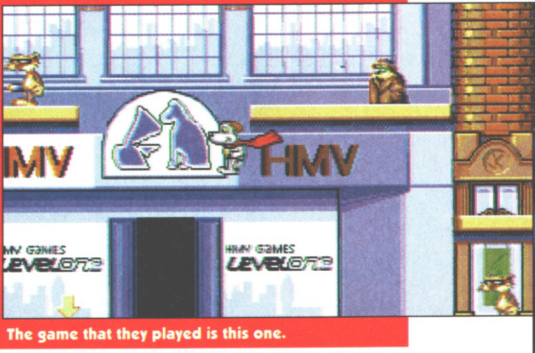
His name's Brian Sigley, he lives in Great Wyrley in the West Midlands, he secured victory with the record score of 146,460, he hasn't yet decided what he's going to spend his £1000-worth of HMV vouchers on... and he doesn't even own an Amiga!

Our *Nipper* competition met with a magnificent response, and the play-off final, which was held at HMV's Oxford Street store on 7th May, was a truly tense occasion. A huge crowd assembled in the shop's Level One games department to watch our twelve winners proving their worth.

'The Twelve' (as they've since become popularly known) each played three games of *Nipper*, and their scores were averaged out. The top two then went through to a sudden-death final, from which Brian emerged triumphant thanks to weeks of practice on his brother's Amiga. He was personally congratulated by the actual, real Nipper, the one who sits by the record player on the HMV logo, who was lovely.

Stuart and Nipper. Yesterday.

Sounds like Brian ought to spend at least some of his cash on a brand new Amiga, maybe a CD32?

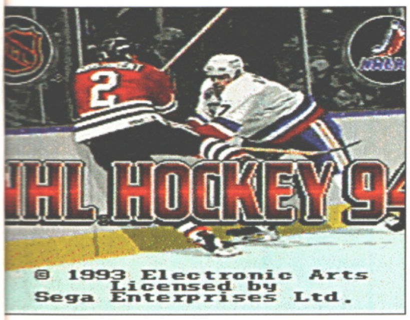


The game that they played is this one.

NO 'UP TO THRUST'

Team 17 have allayed our control-related fears regarding *Super Stardust*. The A1200 version *will* have a keyboard control option, and the CD32 version *won't*, they promise, use Up for thrust. Phew, eh? In other related news, an enhanced *Stardust Special Edition* is planned for later in the year. That'll have a keyboard option, too. Well done the Wakefield wonders, we say. And let's see more sense from you others.

Not as much fun as sex, but not bad anyway. *Super Stardust* is a lorra, lorra fun, says Cilla.



***NHL Hockey* – so much fun it'll probably be made illegal soon.**

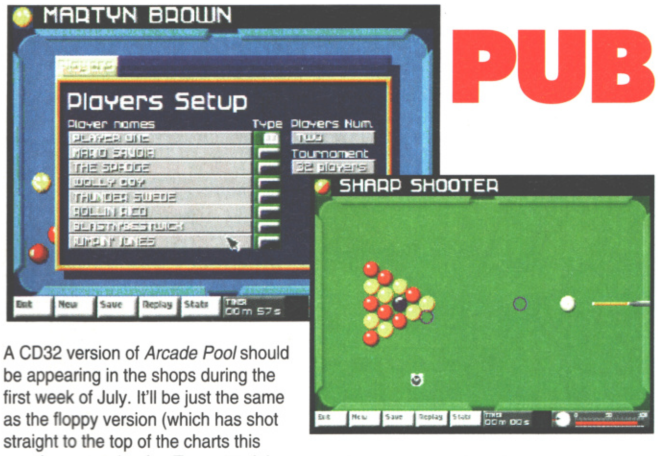
EA SPORTS GAMES ON THE WAY FROM... OCEAN?

Anyone with a Mega Drive- or SNES-owning chum will undoubtedly be familiar with Electronic Arts' EA Sports label. And thanks to some sort of bizarre, and slightly confusing, side-effect from Ocean's publishing of EA's Super Nintendo games, we'll soon get the chance to play EA Sports games on our Amigas. We've already played *Madden,* of course, but come the autumn we'll also be able to have a crack at *NHL Hockey* (the definitive console ice hockey game), *Mutant League Hockey* (similar, but more violent), *Skitchin'* (a moderately-enjoyable variant of *Road Rash,* where you're on roller skates and you grab hold of the backs of cars), *PGA European Tour* (*PGA Golf*, only with five European courses) and *Shaq Fu* (not too sure about this last one, but it appears to revolve around a basketball star called Shaq who's insisted that, rather than a basketball game, he appears in a beat-'em-up).

Don't try this at home, kids!

This game is so good that even Team 17 spend all day playing it. That shouldn't be allowed.

VIRTUAL PUB

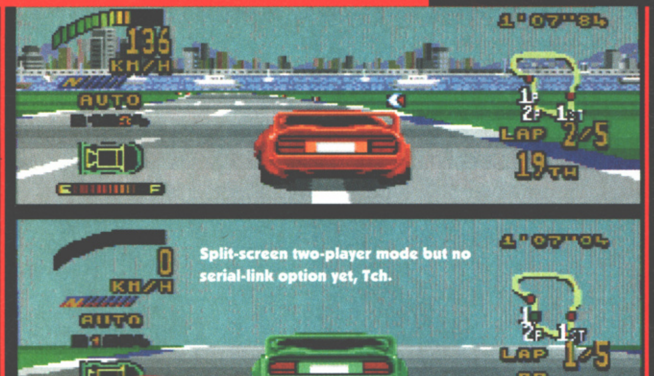


Pool – a game of two halves. "I don't mind if I do, thanks."

A CD32 version of *Arcade Pool* should be appearing in the shops during the first week of July. It'll be just the same as the floppy version (which has shot straight to the top of the charts this month, accounting for, Team 17 claim, 36% of budget game sales), but with the inevitable animated intro and – brilliantly – a sort of pub-ambience soundtrack, created by taking a DAT recorder to a pub and leaving it running.

And this is actually better news than it might sound. You see, er, due to a fairly major internal misunderstanding at Team 17, the version of *Arcade Pool* they sent us to review last month wasn't, in fact, the version that made it into the shops. The completed game has got much more convincing computer opponents and utterly realistic ball movement, and is in fact worth a good 91%. (It'd be even better if two of the crappest players weren't called Stuart Campbell and Steve Faragher.)

Fear not, readers – AMIGA POWER is committed to reviewing only finished, fully-tested versions of games, and steps are being taken as you read this to ensure that nothing like this happens again.



Split-screen two-player mode but no serial-link option yet, Tch.

TOP GEAR 2

Game: Top Gear 2
Runs on: A1200
Publisher: Gremlin
Authors: In-house
Price: £25.99
ETA: July

Well, I know all about this one, having played it lots on the Super NES during my misspent years on Super Play. The SNES boasts both an original *Top Gear* and *Top Gear 2*, whereas the Amiga will only be seeing the sequel. In fact, it's not absolutely clear why Gremlin are converting either game to the Amiga. After all, they've pretty much got the genre covered already with the *Lotus* series, to which *Top Gear 2* bears a disconcerting resemblance, and *Lamborghini American Challenge* is going to take some beating.

Still, here it is, and it doesn't look bad at all. It's a traditional sprite-based game, with a smoothly-scrolling road, a range of backdrops and a selection of equipment you can buy to spruce up your car. Stats fans will be keen to know that there are 64 cities in 16 countries to drive through, 36 things you can buy for your car, and a maximum speed (in 'top gear', presumably) of over 200mph.

Collisions with major roadside objects are rewarded by spins and even complete somersaults from your car, and 'interactive scenery' is promised which will fly over your bonnet when you hit it. And, as you'll be able to see, it offers that essential split-screen two-player mode, although there's a full-screen option if you're playing on your own.

The game arrives on the A1200 in July, and a 500/600 version should follow along shortly afterwards. And the SNES version (which got 74% in Super Play) earned the title of 1993 Games Player SNES Racing Game of the Year. So who knows, eh?

● *JONATHAN DAVIES*

> **"My misspent years on Super Play"**

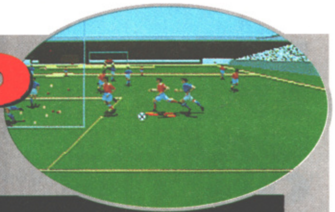
111
KM/H
AUTO
LAP 1/4
19TH
57
KM/H
AUTO
LAP 1/4
20TH
187
KM/H
AUTO
LAP 1/3
13TH
0'32"28

Top Gear the TV programme – Top Gear the game?

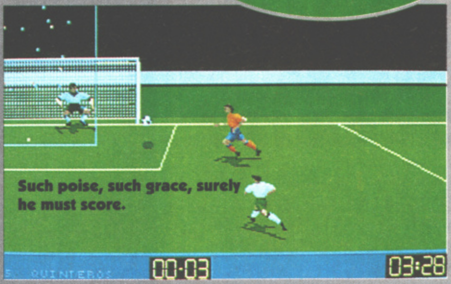
79
KM/H
AUTO
1'07"04
1ST
LAP 1/3
20TH

For more great tie-ins have a look at our feature on p22.

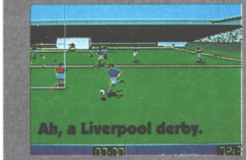
REAL WORLD FOOTBALL



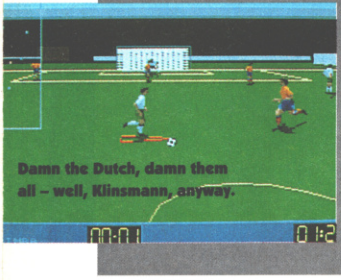
Game: Real World Football USA '94
Runs on: A1200, CD32
Publisher: Infogrames
Authors: Condor Software
Price: TBA
ETA: June



Such poise, such grace, surely he must score.



Ah, a Liverpool derby.



Damn the Dutch, damn them all – well, Klinsmann, anyway.

We were having a bit of a competition in the AMIGA POWER office the other day, trying to think of a software publisher who wasn't planning a new football game to tie in with the World Cup. We'd been sitting in silence for about five minutes, our faces creased with concentration, when suddenly Cam held his right index finger in the air, smiled, and said: "Infogrames." Just then, the phone rang.

Real World Football USA '94 is different, promise Infogrames. And from what we've seen of it, it is, indeed, nothing like *Sensible Soccer* at all. The most dramatic deviation is the perspective, which puts you down amongst the players' feet, while the pitch scrolls about in 3D. Loads of frames of animation are promised to make things look convincing, and the, er, demandingness of this approach means the game will be for the 1200 and CD32 only. It'll look very 'real', we're told, but we're a little worried as to whether it'll play as cleanly as more conventional footy games.

Otherwise, there seems little to choose between *Real World Football* and the avalanche of similar titles currently raining down around us. It offers a full tournament (although, bizarrely, only two players seem to be able to join in with this), different playing techniques for each team, all the usual headers and overhead kicks and things, and training in things like penalties and corners.

But whether *Real World Football* can truly rival real real world football, thus obviating the need ever to come into contact with grass again, remains to be seen.

● ***JONATHAN DAVIES***

OF ALL

We asked, you answered. And here are the results!

We'll say one thing about you readers: when it comes to questionnaires, you're nothing if not prompt. Within days of AP37 hitting the newsstands, we were inundated by replies, which have now finally all been fed into the Future Publishing mainframe by our trained team of surgically lobotomised slaves. Rather than bore you with a statistical breakdown of the entire thing, though, here are the, in our opinion, more interesting bits.

● Less than a dozen questionnaires were photocopied, with almost every single one of you thinking nothing of just tearing a page out of your favourite mag. This hurt us deeply.

● When asked to rate AMIGA POWER out of ten, no one from our sample gave it less than six, and an astonishing 20% rated it as perfect. This leads us to the shocking conclusion that people who read AMIGA POWER do so because they like it. No, really. Aren't statistics fascinating?

● When it comes to quality and judgement, it seems that you think the same way as us. Your favourite issue of AMIGA POWER was issue 32, complete with that controversially-replaced *Cannon Fodder* cover, the long-running and popular Nipper compo coverdisk, and reviews of such top games as *Second Samurai*, *Alien Breed 2* and *The Settlers*. Only two

OH NO! ANOTHER REASON TO BUY A CD32...

Or, rather, a place to buy one from. Our chums at Paradise Isle are exclusively offering AMIGA POWER readers to buy a CD32 with *Microcosm*, *The Chaos Engine* and (while stocks last) *Wing Commander*, *Dangerous Streets*, *Diggers* and *Oscar*, for the knock-down price of £229.99 (plus £5 for delivery in mainland UK, or £20 for Eire, Shetland and the NW Scotland islands). What's more, the first 100 people to order will be sent over £200-worth of vouchers, giving you money off things like the FMV module, a mouse, and top games such as *TFX*, *Litil Divil* and *Rise of the Robots*. You can contact Paradise Isle at 70 Standfast Road, Henbury, Bristol BS10 7HJ, tel/fax 0272 500245. But remember to quote the special secret password – APPI001 – to prove you're an AP reader.

HERE WE GO SUPER LOOPZ

Remember *Loopz*? The puzzle game where you have to make, in fact, 'loopz' by joining together differently-shaped blocks? We've never reviewed it, but if we did, it'd get a good mark. The thing is, though, Audiogenic are doing a sequel to it in a couple of months. Called *Super Loopz*.

EXILE AGAIN

Exile's coming out on the CD32 later this summer. Which is good news, as the original is still way up there at No 8 in our All-Time Top 100. When pressed, an Audiogenic spokesman admitted: "It's going to be much bigger than the original, with much better, more colourful graphics." And, er, that's it for the time being. Hopefully we'll have some pictures of the game by next month.

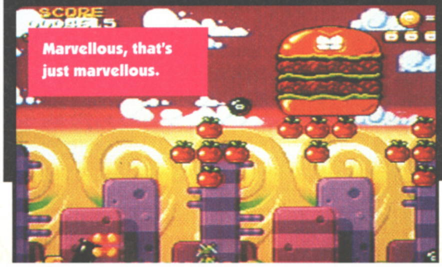
The original all-action *Exile*. Hurrah!

MARVIN'S MARVELLOUS ADVENTURE

Game: Marvin's Marvellous Adventure
Runs on: CD32
Publisher: 21st Century Entertainment
Authors: In-house
Price: TBA
ETA: September

If there's one thing the CD32 needs, it's a cute platform game to rival _Super Mario World_ and _Sonic_. Oh yes. Something with colourful, cheery backgrounds, lots of big levels and an iconic central character, preferably.

So you can imagine the sudden, unbridled outpouring of enthusiasm in the AP office when 21st Century's Paul Topping strolled into the office and thrust a copy of _Marvin's Marvellous Adventure_ into our CD32.



Marvellous, that's just marvellous.

WE SURVEY

other issues got huge vote tallies, and those were AP37 and AP28, which had *Syndicate*, *Yo! Joe!* and *Dune 2* reviewed. Curiously, three people said AP1 was the best ever issue, so we can only imagine that the last few years' AMIGA POWERs have been a string of constant disappointments to you.

● When the results of the last reader survey came out in AP29, a mere 11% of you owned an A1200, and the dominant machine was an upgraded A500. Technology's marched on from then, and a whacking great 30% of you now own an A1200, with 35% of you owning either an A500 or A600. Machine loyalty must run deep though, because 28% of you are still holding onto that old A500. Maybe now's the time to make that change, huh?

● You're getting older. Well, obviously everyone's getting older, but 47% of our test sample are over 20 whereas only 8% are under 14. A fairly hefty 11% are over 30, which makes them proper grown ups with jobs and everything. It would seem that our readership's maturing with the machine.

● Two years ago, 5% or our readers were female. Last year it was 4%. This year, we're down to just a tiny 3% female readership, which means that now, more than ever, the chat up line "Do you want to read my AMIGA POWER?" is a complete none starter.

● Toffee Maclean from Gloucester bought AP37 because of the Top 100 and because "Amiga Force has stopped printing." He reckoned that his girlfriend was a large dog and that we should get rid of the coverdisk to prove we don't have to copy the other mags. Well actually Toffee, Future Publishing pioneered cover-mounted disks on magazines, and if you didn't like any game from our top PD disks, you're obviously barking mad anyway.

● Even though he's in the army and stationed in Cyprus, Kieran Burke doesn't own a gun. What's all that about then Kieran? What's the point of joining the army and not having a gun? Follow SAC Ricklesford's example: get armed right now and start defending our borders like you're supposed to. Ricklesford's got a motorbike too, so respect from Cam and Steve M.

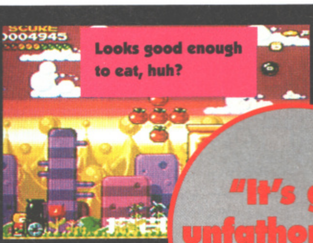
● Richard Austin wants more features, pretty much everyone owns a baseball cap, and Mr Petunia Jurassic Goodwin from Chelmsford owns a copy of Cindy Crawford's workout video. Barry Mason from Scotland asks, not unreasonably, "Are you gods at AP?" and Ronan McKenna from Northern Ireland has a packet of cigarettes, but we're not to tell his ma. Well Mrs, McKenna, if you're reading this...

● Oh, and Edward Walker from Coventry doesn't think we're as silly as we used to be. Well Edward, we don't think you're as *sensible* as you used to be either, so there.

TOP 5 AMIGA POWERS

WHICH WERE THE BEST EVER ISSUES OF AMIGA POWER? THE VOTING WAS AS FOLLOWS:

1. ISSUE 32
2. ISSUE 37
3. ISSUE 28
4. ISSUE 33
5. ISSUE 30


Looks good enough to eat, huh?

It's got incredibly cheerful, colourful backgrounds. It's got unfathomably large levels. (90 of them, in fact, spread over 10 worlds.) And it's got a little fellow called Marvin to jump about in them.

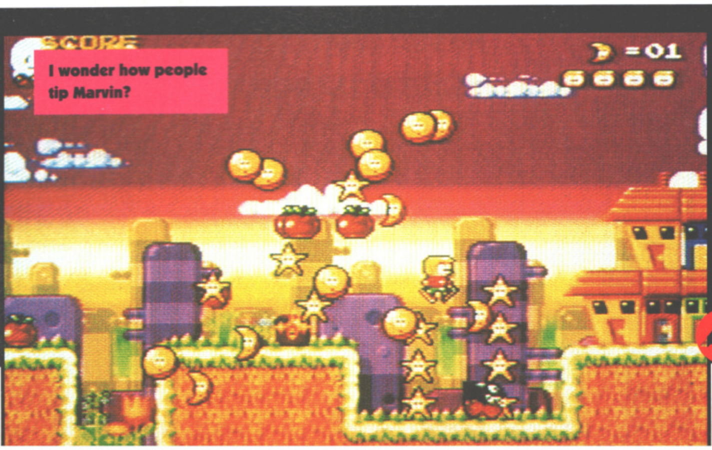
Marvin, as Paul explained, was originally going to be called *Marvin the Minx*. But Minx actually means something a bit rude in America (I asked Paul not to elaborate), so the name's had to be changed. Not so the game, however, as fortunately Marvin doesn't particularly resemble a minx. He's not furry at all, for example.

Anyone who's played *Super Mario World* or its derivatives will feel pretty at home with Marvin (who's actually a pizza delivery boy). He hops about on platforms. He jumps on baddies' heads to kill them. He smashes blocks to reveal power-ups and secret rooms. He engages in puzzly sub-games. And at the end of each world he's got to take on a gigantic boss.

> "It's got unfathomably large levels"

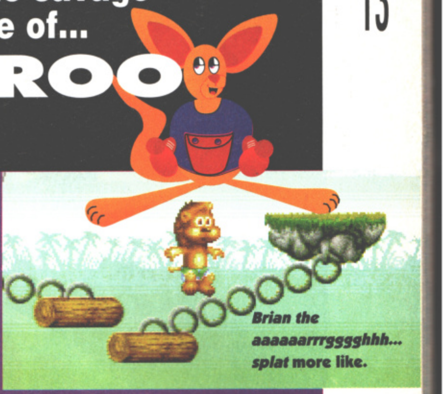
Marvin's Marvellous Adventure certainly looks slick, but only the exhaustive playtesting that precedes a full AMIGA POWER review can reveal whether the levels have been designed with the cunningness that's essential to make a really good platform game.

● *JONATHAN DAVIES*


I wonder how people tip Marvin?

Bow your head to the savage righteous vengeance of...

KANGAROO COURT

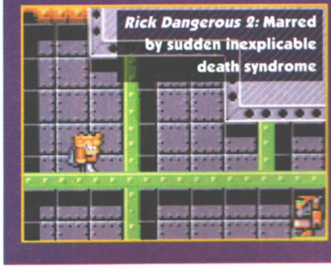

Brian the *aaaaaarrrggghhh... splat* more like.

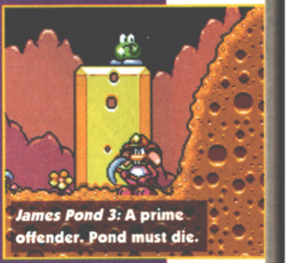
NO. 2
THE INVISIBLE KILLER

The crime: Having areas in your game where the player is killed without warning by something they couldn't see before it hit them, and then are expected to complete the game by finding all these areas (by dying, obviously) and then remembering where they are.

The case for the prosecution: Imagine the scene. You're a programmer and you've half-finished your new game, which, let's face it, is almost certainly some sort of cute platformer. You've drawn the levels, put the characters in, dreamed up a suitably stupid name for the helpless female heroine your lantern-jawed bonehead is doubtless attempting to rescue. Thing is, at the moment, it's far too easy. You can walk through it first try without even using any continues. It's got to be made harder. There are now two options available to you.

If You're A Good Programmer: You can devise clever traps, where you're perhaps lured into extremely dangerous areas by the promise of big bonuses. You can put in a few bad guys who attack the player in ways which are hard to defend against but which can be learned and defeated with practice and skill. You can introduce bits where you have to utilise skills you learned at an earlier stage in the game and which are now vital to your progress. You can even, God forbid, try to think of something original that nobody's ever used before. It has been done, you know.


Rick Dangerous 2: Marred by sudden inexplicable death syndrome


James Pond 3: A prime offender. Pond must die.

If You're A Totally Useless And Crap Programmer: You can put in completely invisible spikes which pop up from underneath when you stand on top of them, turning the game from a test of skill into a test of memory. If you're really unbelievably diabolically awful, you can even put in a previously-useful feature which suddenly turns out to be hilariously 'booby-trapped'. You can, in fact, cheat everybody who pays money for a copy of your game by simply not bothering to do your job properly and come up with some real gameplay. You moron.

The penalty:

First offence: 5-15% off
Second offence: 10-30% off
Third offence: Underwater spear-gun execution by scuba-diving firing squad.

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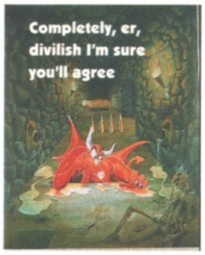
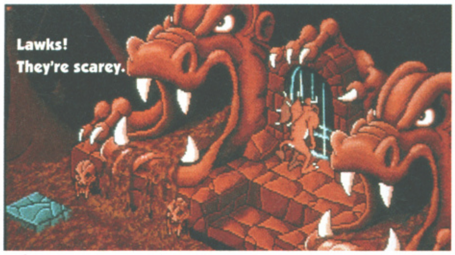
IMP ACT

Here're a couple of pictures of *Litil Divil*, a CD32 animated adventure from Gremlin that promises to be a real 'demon' to play. Probably. You control a little fellow called Mutt, and you've got to steer him about the place as he tries to track down the Mystic Pizza of Plenty. It is, as may be becoming apparent, a 'humorous' game, with comical animation a-plenty. And that's about it for this month. Next month: a proper Work In Progress. See you then, eh?



Completely, er, divilish I'm sure you'll agree



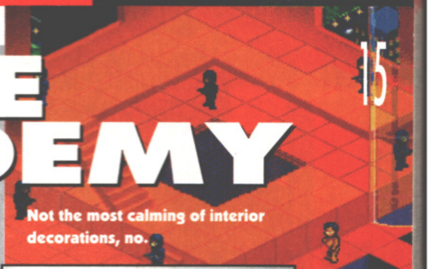
Lawks! They're scarey.

WAVE GOODBYE TO MODULATOR FAILURE MISERY

Say goodbye to no-view blues.

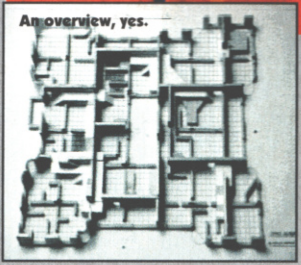
With the problems Commodore have been having getting hold of supplies of hardware recently, anyone whose A520 modulator has failed may well have been a bit stuck. But never fear! "The Amitek modulator can get people quickly back into action using their TVs and colour composite monitors (such as the Commodore 1084S)," cried Silica's Mark Blackman, announcing the arrival of their own replacement. The Amitek costs £34, either from Silica's shops or mail order on 081 309 1111. And it's moulded in black plastic to co-ordinate with your, er, digital watch.

SPACE ACADEMY



Not the most calming of interior decorations, no.

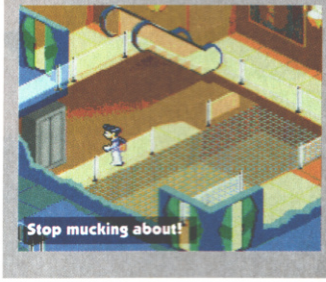
Game: Space Academy
Runs on: CD32
Publisher: Mindscape
Authors: In-house
Price: TBA
ETA: Autumn



An overview, yes.

Crikey. This is going to be tricky. You see, we know what *Space Academy* looks like. And we know what you've got to do in it. What we don't know, however, is why. Still, here goes.

Space Academy is a 3D isometric adventury-type game, with vague similarities to *D/Generation*. Being a CD32 game, it'll be huge, with an animated ray-traced introduction (a cut-down version for normal Amigas will follow on in due course). There'll be two buildings to expore, followed by a spaceship, in all making up about 700 rooms. As you puzzle-solve your way around, you'll need look out for SAS troopers who're trying to shoot you because...er... "Um... Hang on a minute. No. Er... Hmm. The product manager would know, but he's on holiday till next week. Er..." explained a spokesperson for Mindscape. "Erm... Oh no. Sorry."



Stop mucking about!

So... er... The buildings, we'll assume, are the Space Academy of the title. And the spaceship is some sort of training vessel that you'll be trying to escape on. That seems fairly likely. But the SAS? Maybe they're not, in fact, the Special Air Service, but actually Space Academy Security or something. And you're trying to steal some top-secret plans, maybe? But then what'd they be doing at a Space Academy? And there are some builders too, apparently. Oh dear, help...

Hopefully it'll all become much, much clearer by the time we do a review in a couple of months' time. Until then, here are some nice pictures.

● *JONATHAN DAVIES*

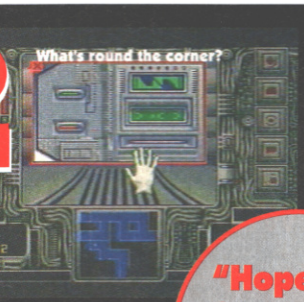
AMIGA POWER'S GUIDE TO BUYING MAIL ORDER

TEN STEPS TO SAFETY

When you're buying from any mail order company, it's worth following these AMIGA POWER guidelines:

1) Before you send any money, ring the supplier to make sure the item you require is in stock. Ask questions about the company's policy on delivery and returns of faulty equipment. Make sure there are no hidden costs such as postage and packaging. Find out when you can realistically expect to receive your goods.
2) Always read the small print on adverts.
3) Beware companies that do not include their address on their adverts. Also, avoid companies which do not answer or return your calls.
4) By far the best method of payment is by credit card. If ordering goods of more than £100 in total value, remember that you are legally entitled to claim compensation from some credit companies if the retailer goes bust. Check your credit card company's policy. You can also try to get extra insurance in advance.
5) If you're not paying by credit card, pay by cheque. Never send cash, and avoid using postal orders.
6) Keep records. If you are buying by credit card, keep a note of the time of the order and ask for an order number. When ordering anything over the telephone, always double-check the price.
7) If you are sending a cheque, keep a note of the cheque number, the date and the exact value. Make sure you know the exact name of the mail order company.
8) When you receive your goods, check them carefully. If anything is missing or faulty, contact the supplier immediately.
9) Always order from the most recent issue of AMIGA POWER.
10) If a problem does arise, contact the supplier in the first instance. Calmly and politely tell them your problem. Most problems turn out to be minor hitches or misunderstandings that can easily be resolved. If you think you have a genuine grievance, contact your local Trading Standards Officer. The number is in the phone book.

G2



What's round the corner?

Game: G2
Runs on: A500, A600, A1200
Publisher: Psygnosis
Authors: In-house
Price: £TBA
ETA: Late summer

First, a confession. *G2* is just a working title (standing for 'Game 2' or something), but it's one of those working titles that may well stick. It's certainly tricky to think of a better name for this odd 3D shoot-'em-up. If, in fact, it is shoot-'em-up...

"Yes, it's basically a shoot-'em-up," confirmed Adrian Curry, *G2*'s project manager, "although it's got adventure and puzzle elements in it too." The idea is that, for reasons which Psygnosis are still working on, you're patrolling a series of 3D scrolling corridors hunting down aliens. "The 3D scrolling effect is the bit we're proudest of," continued Adrian. "You'll find none smoother."

There are nine levels altogether, encompassing four different sorts of scenery (we only saw the one pictured here) and a total of around 1000 rooms, and crawling around them are fifteen different types of alien.

The adventuring comes in the form of things you can pick up and use. Most important are guns (you can hold one in each hand for double the firepower), but you'll also need to keep a look-out for food (to replenish your energy) and keycards, which you'll need to get through security doors. Should these cards prove impossible to find, you can always resort to using your on-board computer to try to crack the codes. Your computer also provides a handy scanner, which maps the levels as you explore them, and warns of the approach of aliens in a manner similar to the one in the film, er, Alien.

By the time it's finished, *G2* will hopefully be fast, tense and action-packed – more than just a nice 3D scrolling routine with a game tacked on top.

● ***JONATHAN DAVIES***

> "Hopefully fast, tense and action-packed"

KING PIN

Game: King Pin
Runs on: A500, A600, A1200, CD32
Publisher: Team 17
Authors: In-house
Price: £9.99 (£14.99 CD32)
ETA: August

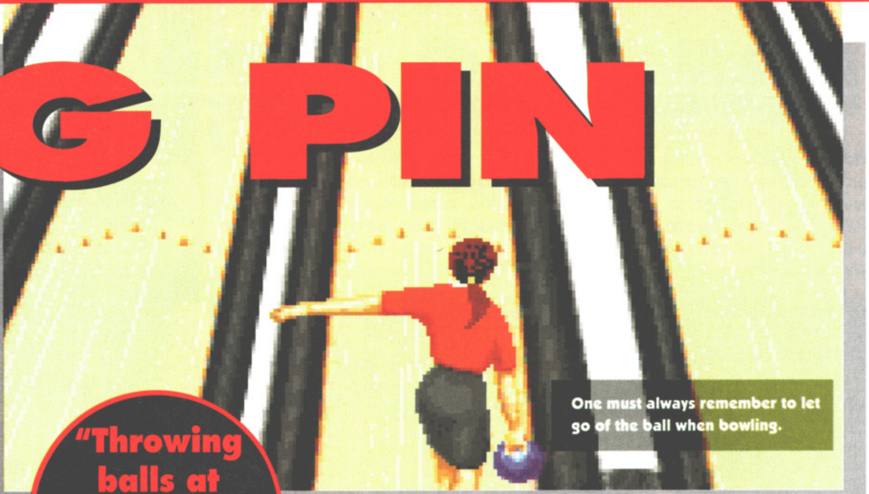
"Prepare to be bowled over," suggest Team 17, not entirely unpredictably. But drumming up support for a 10-pin bowling game can't be easy, which is perhaps why people don't do them very often. After all, when you go real-life bowling it's not, on the whole, for the thrill of rolling a ball towards some skittles and knocking some of them over. It's more for the pleasure of the company of others; the team spirit; the atmosphere; the glory.

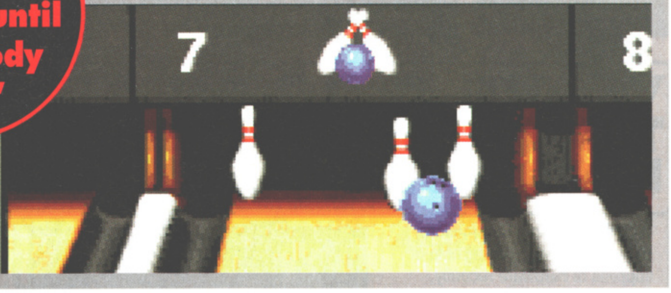
But Team 17 hope to capture all of this ("and more") in King Pin. It's a bowling simulation, basically, with everything you'd expect to find in one. Up to six people can play at once, throwing balls at skittles until somebody wins. Authentic digitised ball-rolling-along and ball-hitting-skittles sound effects are promised, along with both male and female characters.

And, well, yes. In keeping with so many other Team 17 faves, though, King Pin will come in at the bargain price of £9.99. Not bad for (their words again) "10-pin bowling without the embarrassing shoes".

● *JONATHAN DAVIES*

"Throwing balls at skittles until somebody wins"


One must always remember to let go of the ball when bowling.



WAR POETRY

The Official *Cannon Fodder* Playing Guide is your chance to counter claims that Britain is reading fewer books than it used to. It's been put together by (cough) Future Publishing, and written by AMIGA POWER's Cam Winstanley, and is actually a complete version of the astonishingly popular *Cannon Fodder* guide we've been running for the past few months, elaborated upon slightly and repackaged in convenient book form at the pocket money price of £9.95. Get hold of a copy either by popping into your nearest 'good' bookshop, or by investigating the entirely coincidental advert on page 57.

Reading has never been so much fun.

LOUDER SPEAKERS

"Today's Multi-Media requirements demand a speaker system that not only sounds good but also compliments a modern computer's design," say Logic 3, not only blundering straight into the old compliments/complements trap, but also making no sense at all. Today's Multi-Media requirements? A modern computer's design? We are, in fact, being told about a pair of stereo loudspeakers with a built-in amplifier that you can strap to the side of your telly/monitor so as to be able to hear all those groovy in-game tunes better. They cost £16.99 from your local computer store, or you could call Spectravideo on 081 902 2211.

And now with wings...

Screenbeat 3

OVERLORD

Game: Overlord
Runs on: A500, A600 and separate A1200 version
Publisher: Virgin
Authors: Rowan Software
ETA: August

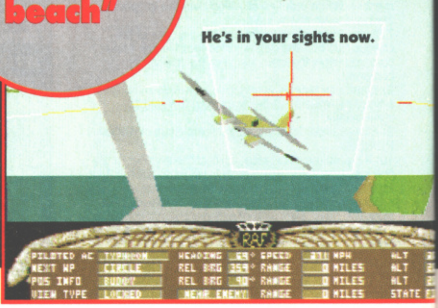
Rod Hyde's the main force behind *Overlord*, being responsible for research and game design as well as having a managing directorial role over the entire project. "Our previous record's all flight sims, from *Strike Force Harrier* and *Spitfire 40* to *Flight of the Intruder* and *Reach for the Skies*. This is our slickest game to date, with image-maps and shading improving the look of all our models. The aircraft have full invasion markings, transparent cockpits and shimmering propellors, the sky is smooth shaded from a hazy grey to deep blue and we're particularly pleased with the sea. From high up you can see the swell and if you get really low, you can even make out the waves breaking on the beach."

All this sounds great, but hold on a minute, I've seen The Longest Day. D-Day was all about John Wayne running up a beach, Mulberry harbours, big ships with even bigger guns, US Rangers clambering up cliffs and thousands of little dummies being dropped by parachute to confuse the enemy. Where do planes come into this?

"*Overlord*'s all about the struggle for air supremacy in the lead up to D-Day. Providing the player is successful, his job will be over by D-Day and the landings will be a formality. The Allied Expeditionary Air Force were involved in a range of missions which are all represented in the game. Historically speaking, for every target vital to the invasion, two were hit elsewhere to confuse the enemy as to where the landings would take place, but in the game you concentrate on the important ones."

"Unlike *Reach for the Skies*, you can only play the Allies,

"John Wayne running up a beach"


He's in your sights now.

FUTURE ENTERTAINMENT '94 TICKETS TO BE WON!

If you really like games, you're unlikely to have missed the Future Entertainment Show, either last year or the year before. And you'll probably be planning to go to it this year too, eh? It's organised by AMIGA POWER along with all the other games mags here at Future Publishing, and is *the* event to attend to see not only the latest Amiga games (before they even go on sale), but also innovative cutting-edge technology-type stuff like CD-ROM and multimedia.

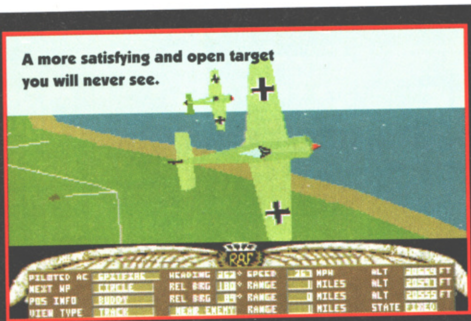
"See! Try! Buy!" is the show's by-line and, er, you'd better do what it says. So avoid the queues and save money by calling the ticket hotline on 0369 4235. Tickets cost £6 in advance and £7 on the door. And! When you call, you'll be able to enter an incredible prize draw by answering the question: "In which city is AMIGA POWER written?" Five winners, to be drawn on August 1st, get a £100 voucher to be spent at Silica's stand during the show. Oh, and the show's taking place on 26th-30th October, which coincides neatly with the autumn half-term break. What could possibly be more alluring?

PLUS! We've actually got some tickets for the show to be won! Five pairs, in fact, which you can have a crack at winning by sending us a postcard with your name, address and the date Lillie Langtry died, by 30th July 1994, to
Peppery Vinegar Compo
AMIGA POWER, 30 Monmouth Street,
Bath BA1 2BW.

Free tickets could be yours!

Future Entertainment
Earls Court 2 26-30 Oct 94
The World of Home Computing

as if we had included German missions, we would have upset the balance of the game. You can fly either a Typhoon, Mustang or Spitfire and change throughout the game depending on the mission. You start off from Tangmere airfield on April 1st and have to get enemy activity under control before June 6th."


A more satisfying and open target you will never see.

Being a bit of a war head myself, I was interested in the sort of research that goes into games like this, and Rod's really been going for it grand style on this one. "I've read over 100 books on the topic, but much of the interesting stuff came from photos and movie footage. All the airfields are based on photos, and we visited the national archive of reconnaissance photos at Keele University. You have to tell the archivists the date and site and they provide you with boxfuls of dusty photos that probably haven't seen the light of day in 50 years. The Smithsonian Library at Washington was much more up to date and we just bought their laser disk set – nearly half a million photos on six disks!"

"From gun camera footage we noticed that one of the most satisfying ground targets was a steam engine, which blows apart in a cloud of steam. We included this effect in the game along with black smoke and white glycol coolant streaming from damaged planes and fatally damaged planes spinning violently when you shoot a wing off."

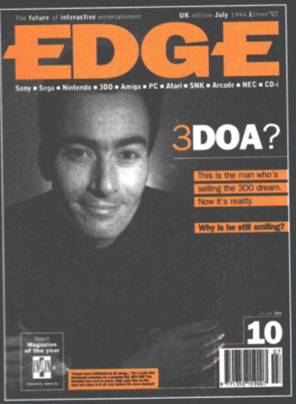
With loads of ground attack missions as well as dogfights, and a welcome return to good old fashioned planes (with none of that silly air-to-air missile and laser guided bomb rubbish) it seems to me that Rowan are well on their way to another hit game.

It's great to see that Virgin are supporting such an unusual treatment of D-Day too, when they could easily have gone for the more obvious 'cover the beach landings' scenario.

We're all eagerly awaiting the arrival of this one in the office, which will no doubt soon resound to cries of 'chocks away Ginger'.

● *CAM WINSTANLEY*

This **magazine** has been **voted** **Magazine of the year** by people working in the games **industry**


EDGE
3DOA?
This is the man who's selling the 3DO dream. Now it's reality.
Why is he still smiling?
10

Don't you want to know **why**?

Magazine of the year
Industry awards

Issue **ten** onsale at selected newsagents now

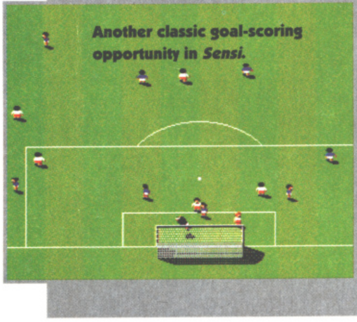
EDGE

CHAMPIONSHIP MANAGER DATA DISK

Phew – *more* football news? Only that Domark are releasing a *Championship Manager* end-of-season data disk towards the end of June, allowing you to update your copy of the game with all the latest transfers and divisions. It'll cost £15.99, and come with a free book, wittily-titled 'Fever Pitch'.

SENSIBLE SOCCER UPDATE

Being earnest fans of *Sensible Soccer* and all that it represents, we felt we ought to point out that a new version of the game is currently in the shops. It's called *Sensible Soccer International Edition*, costs £19.99, and it's just like the last version, except it's got non-European teams, a World Championship facility and – hurrah! – an on-screen referee. None of this affects *Sensible World of Soccer*, however, which will be considerably spruced up, and available in August.

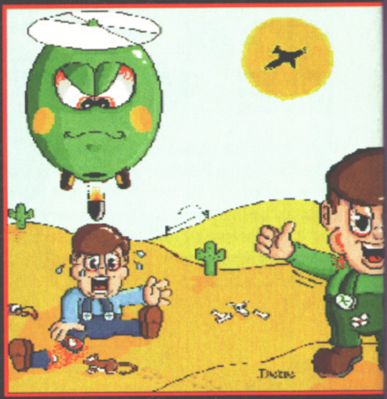


Another classic goal-scoring opportunity in *Sensi*.

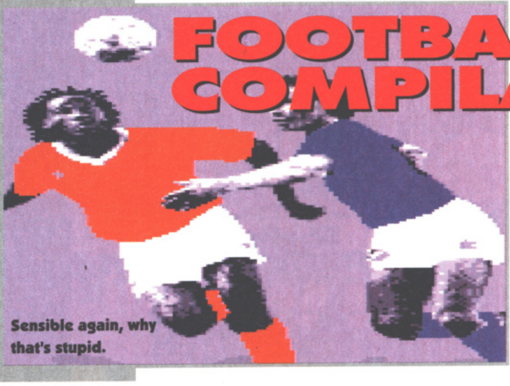
IN THE STYLE OF...

Dene Basford of Scunthorpe is this month's lucky free software winner for his excellent 'Bub and Bob in the style of *Desert Strike*'. We thought it was so good that we gave it an instant 8/10. But then we sobered up and halved that making 4/10 for a total of £80 worth of free software.

If you reckon you're the kind of AP reader that's artistically talented enough to win yourself a bonanza of software we've got some advice: Send your entry on disk, make sure it's *DPaint*-readable and don't forget to put your name and address on the disk. Our address? Oh yes, it's AMIGA POWER, 30 Monmouth Street, Bath, Avon BA1 2BW.



FOOTBALL COMPILATION



Sensible again, why that's stupid.

World Cup Year '94 is your chance to attain the football equivalent of Death by Chocolate. It's Empire's contribution to the World Cup mêlée (aside from *Empire Soccer*, of course), and features *Sensible Soccer*, *Goal*, *Striker* and *Championship Manager '93* **and** *'94*. Can't be bad for £25.99. (Unless you don't like football games, in which case it's terrible.)

Advertisement

FURTHER READING

Unbelievable though it may seem, there's more to the Amiga than games, and more to Amiga magazines than AMIGA POWER. Which is where Amiga Format and Amiga Shopper come in.

Amiga Format is a huge, fat thing that covers the entire Amiga market, everything from beat-'em-ups to hand scanners. The June issue, on sale now for £3.95, has got paint squirted all over the cover, heralding a feature inside on bitmap art and art packages. It explains the basics of Amiga screen art, and how to get to grips with *DPaint* and *Personal Paint*. After you've digested that, there's a first look at the new 4000T tower machine, a review of v2 of the award-winning *Music-X*, full news on Commodore's current crisis, and *Humanoid*, a 3D human model for rendering and stuff.

Amiga Format also comes with three disks, this month containing: *Demo Maniac*, a demo maker that lets you do all sorts of things with spinning words and 3D vector shapes; *Interspread*, a comprehensive and valuable spreadsheet; and a payable demo of Empire's *Dream Web*. Mmm – sounds good.

And then there's Amiga Shopper, which is geared towards people who take their Amigas incredibly seriously. There are no games in it at all – just loads of invaluable information on squeezing the most out of your Amiga. The July issue, out now for £2.50, kicks off with a round-up of the wordprocessors available on the Amiga – and gives you the chance to win a copy of the best one. Then there are reviews of the A4000T and the A1200 CD-ROM drive, more news on the Commodore situation, articles on video titling and creating fractal plasmas in AMOS, and eight pages of solutions to your real-life Amiga problems.

Both magazines come from Future Publishing, which means they're produced to the same high standards as AMIGA POWER, and are essential if you're after the full Amiga picture. We read them all the time.

Amiga Format: the enormous June issue is in the shops now at £3.95.

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From the makers of AMIGA FORMAT
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Commodore Electronics have gone into liquidation. "Business as usual," insist Commodore UK – but for how long? What happens to the Amiga now? What about your after-sales support? And just who is the mysterious investor rumoured to be ready for a buy-out?
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Amiga Shopper: just £2.50 for the information-packed July issue – out now.

AMIGA POWER
GALLUP CHARTS
TOP 30

★★★★★ Exceptional ★★★★★ Nearly there ★★★★ Very good ★★★ Has its moments ★★ Flawed ★ Dire

1	(NE)	**ARCADE POOL**	Team 17 £9.99 ★★★★
2	(1)	**MAN UTD PREM LEAGUE CHAMPIONS**	Krisalis £29.99 ★★★
3	(3)	**CANNON FODDER**	Virgin £29.99 ★★★★★
4	(2)	**BENEATH A STEEL SKY**	Virgin £34.99 ★★★★
5	(4)	**FRONTIER: ELITE 2**	Gametek £29.99 ★★★
6	(RE)	**JIMMY WHITE'S SNOOKER**	Hit Squad £14.99 ★★★★
7	(7)	**SKIDMARKS**	Acid Software £25.99 ★★★★
8	(5)	**PREMIER MANAGER 2**	Gremlin £25.99 ★★★★
9	(6)	**THE SETTLERS**	Blue Byte £34.99 ★★★★★
10	(RE)	**SIM CITY CLASSIC**	Hit Squad £14.99 ★★★★★
11	(NE)	**HEIMDALL 2**	Core £34.99 ★★★
12	(12)	**MONKEY ISLAND**	Kixx £16.99 ★★★★
13	(11)	**SENSIBLE SOCCER 92/93**	Renegade/Mindscape £25.99 ★★★★★
14	(21)	**JURASSIC PARK**	Ocean £25.99 ★★★
15	(71)	**LIBERATION**	Mindscape £29.99 ★★★★★
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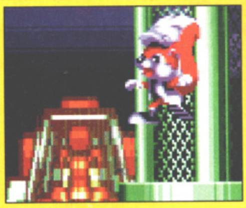
25	(16)	**GRAHAM TAYLOR SOCCER CHALLENGE**	Buzz £9.99 ★★★
26	(NE)	**FIRST DIVISION MANAGER**	Code Masters £7.99 ★★★
27	(26)	**THE CHAOS ENGINE**	Renegade/Mindscape £25.99 ★★★★★
28	(10)	**MORTAL KOMBAT**	Virgin £29.99 ★★★★★
29	(84)	**SYNDICATE**	Electronic Arts £34.99 ★★★★★
30	(NE)	**GENESIA**	Mindscape £29..99 ★★★

We figure you must have some idea how the charts work by now, so briefly: they're © ELSPA, they mix budgets and full-pricers together, games are rated in stars, and they're not still sponsored by Penguin!

AMIGA POWER RECOMMENDS

Any of these should keep you happy during those long summer evenings.

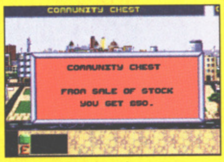
MR NUTZ



Ocean

A not-entirely-unsuccessful attempt at combining the console classics *Sonic*, *Zelda* and *Mario*. It's the first outing for The Neon Team and it shows just what the A500 is capable of in terms of graphics and speed. There are some exquisitely executed ideas and some frustratingly flummoxed ones, the latter being the reason the game couldn't be considered a classic. Nevertheless, if you're in the market for a platformer with oodles of stay-with-me appeal, look no further than *Mr Nutz*.

MONOPOLY



COMMUNITY CHEST

COMMUNITY CHEST

FROM SALE OF STOCK
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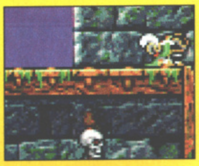
Supervision

The first version of the eponymous board game that we've come across that hasn't beggared the question: "Why? Just what is the point of putting *Monopoly* on computer?" The reasons in this case are pretty simple: character and animation. That's right, due to both those simple reasons, this version plays and feels like a proper computer game rather than an inferior version of the board game. Here at AP, that's a good thing.

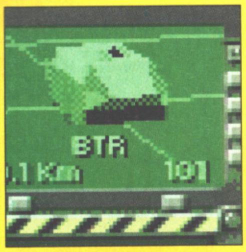
TRAPS 'N' TREASURES



Krisalis

We know you're probably thinking that AP's losing its grip when we've got two platformers in the AP recommends section, but *Traps 'n' Treasures* is competent without being flash; difficult without being impossibly hard; and pretty without being nauseatingly cute. It's only got four levels, but each one is so big that you'll be hacking and slashing for, ooh, at least 7,200 minutes. We're sure you'll agree, that's quite a long time.

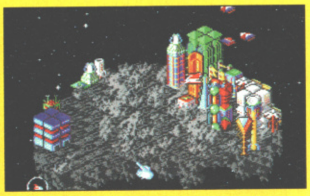
GUNSHIP 2000 CD32



Microprose

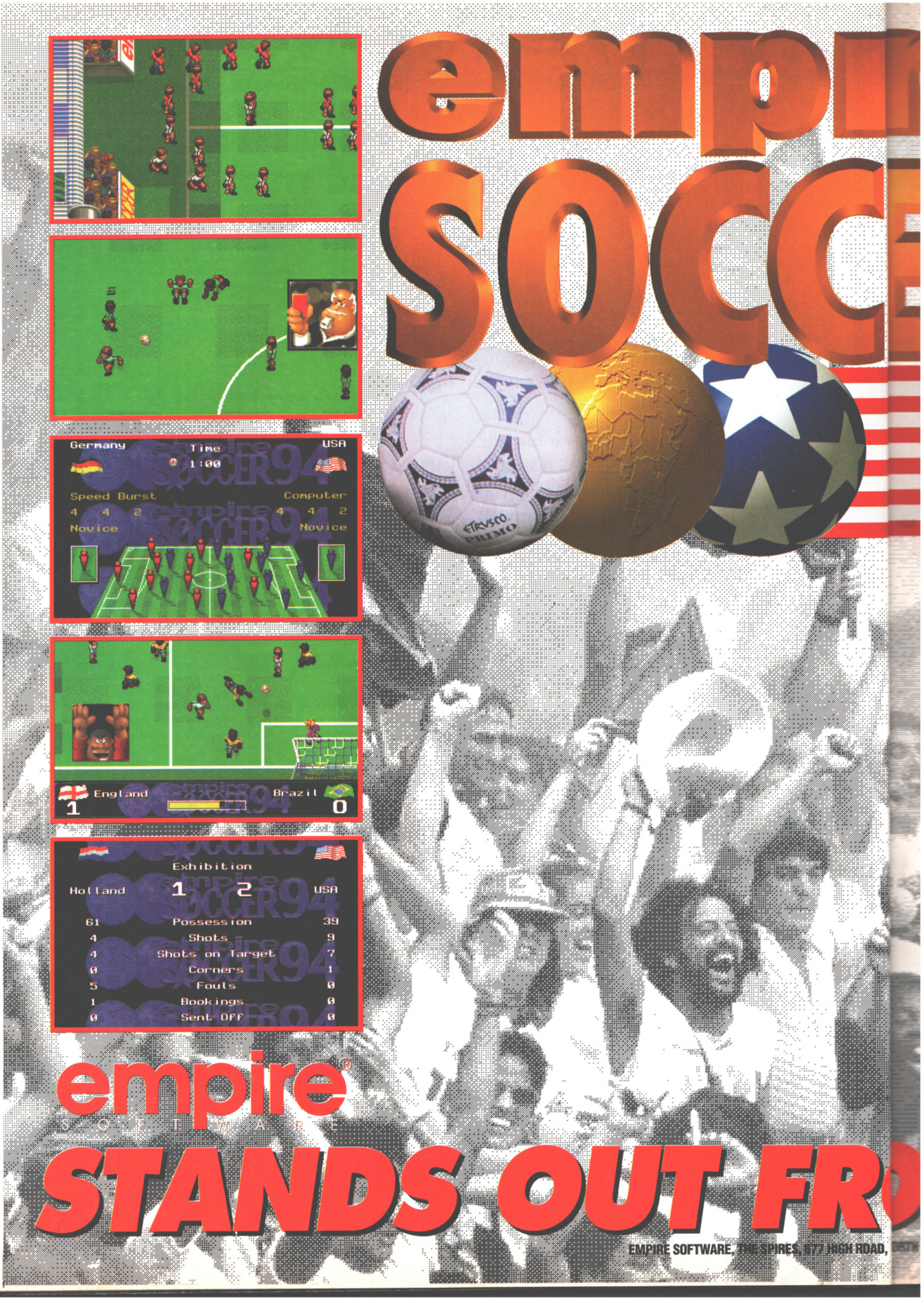
Commander Cameron's second favourite flight sim ever, after *Knights of the Sky*. There are options for everything, from theatre of conflict, to weapon payloads, to the type of helicopter you fly. Not only that, but for your thirty pounds, you're talking about having a game whose playing life and appeal will last for years, not months. Seek and destroy it today.

K240



Gremlin

A *Populous* cum *Dune 2* cum *Sim City* derivative. We've got it in AP Recommends for a second time because there wasn't much to choose from last month, and Gremlin quoted a bit from our review in their advert. Build up a colony of asteroids and construct a space fleet so that you can go out and do to the aliens, who don't want you there, what they try to do to you. An absorbing and, at some stages, extremely exciting offering.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Novice Novice

England 1 Brazil 0

Exhibition

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61	Possession	39
4	Shots	9
4	Shots on Target	7
0	Corners	1
5	Fouls	0
1	Bookings	0
0	Sent Off	0

EMPIRE SOFTWARE, THE SPIRES, 677 HIGH ROAD,

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ER94

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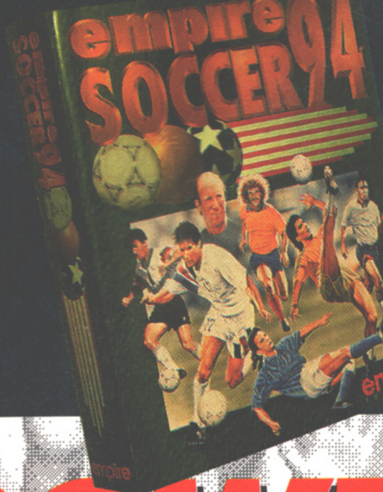

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IT'S THE WACKY WORLD OF...

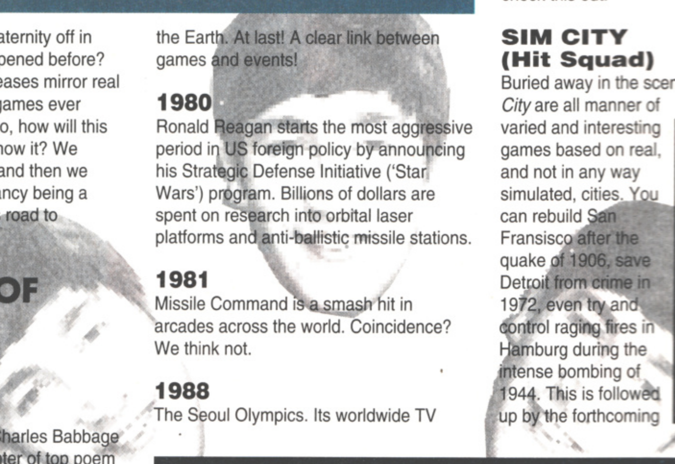
GAMES THAT MIMIC REALITY

You've fought in the conflict – now play the game. Cam Winstanley investigates the increasing number of games that tie in with real-life events.

You're probably reading this to escape the non-stop barrage of World Cup coverage that's currently taking the entire globe by storm. Everywhere, that is, apart from America, who have only the vaguest notion of the rules of 'soccer', and even less of an idea where the World Cup's being held this year.

The problem for football haters everywhere is that you simply aren't safe. It's on TV, it's in books, on the radio, in the street, and even snacks have started calling themselves The Official Crap Sugary Thing Of The World Cup. Aaaarghhhhh! Is there no escape? Well, it would seem not, because those software types have been keeping themselves busy for months now working on what they each hope, and claim, will be THE definitive World Cup game.

We on AMIGA POWER, being the mightiest beings ever to produce a computer magazine (as we most certainly are), have remained aloof from these comings and goings, but they've set us thinking in a philosophical-type scenario. Is this the first time an actual event has set



the software producing fraternity off in such a way, or has it happened before? How closely do game releases mirror real events? Have computer games ever prompted events, and if so, how will this affect civilisation as we know it? We thought, we investigated and then we wrote about it, so if you fancy being a fellow traveller down life's road to enlightenment, read on.

THE BIRTH OF THE TIE-IN

A BRIEF HISTORY

1884(ish)

Victorian muddy funster Charles Babbage teams up with Ada, daughter of top poem penner Lord Byron to produce the Analytical Engine, a crude mechanical calculator based on cogs and things. The era of computer technology is off to a slightly dodgy start.

1884-1962

The Boer War, the Russo-Japanese War, WW1 and 2. The Titanic goes down, Picasso is born and the destructive power of the atom is unleashed. A quiet time for computer games.

1962

Using a PDP-1 mainframe computer at the Massachusetts Institute of Technology, Steve Russel, Peter Samson and Dan Edwards program *Spacewar*. It runs only on million-dollar equipment and allows two spaceships to fly around a central black hole while shooting at each other. Earlier that same year, on February 11th, the first American astronaut had successfully orbited the Earth. At last! A clear link between games and events!

1980

Ronald Reagan starts the most aggressive period in US foreign policy by announcing his Strategic Defense Initiative ('Star Wars') program. Billions of dollars are spent on research into orbital laser platforms and anti-ballistic missile stations.

1981

Missile Command is a smash hit in arcades across the world. Coincidence? We think not.

1988

The Seoul Olympics. Its worldwide TV audience runs into billions, and quite a lot of people play a waggly joystick, 8 colour Spectrum version of these goings on.

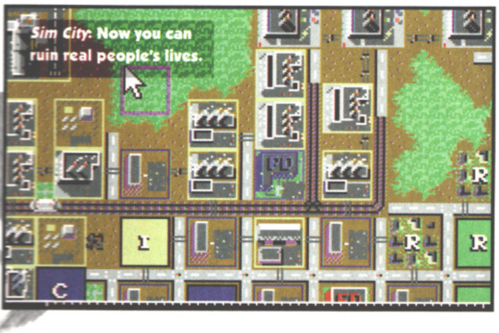
1994

The World Cup. Pretty much every software company releases... *(That's enough history of game tie-ins. – Ed)*

THAT'S ALL VERY WELL...

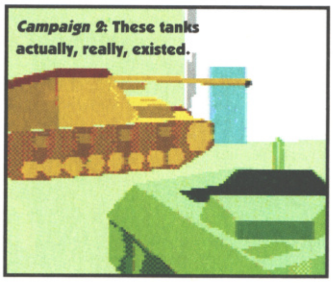
But what's this got to do with the Amiga? Well, not even taking things like film licences into account, there are masses of real-world events that have been turned into Amiga games. Don't believe us? Well check this out:

SIM CITY (Hit Squad)



Sim City: Now you can ruin real people's lives.

Buried away in the scenario section of *Sim City* are all manner of varied and interesting games based on real, and not in any way simulated, cities. You can rebuild San Fransisco after the quake of 1906, save Detroit from crime in 1972, even try and control raging fires in Hamburg during the intense bombing of 1944. This is followed up by the forthcoming *Sim City 2000*, which features the Malibu bushfire of 1993 and San Fransisco 'quake of 89. And if that isn't an example of software that's informative, educational AND entertaining, we don't know what is.



Campaign 2: These tanks actually, really, existed.

CAMPAIGN 2 (Empire)

Israel's Six Day War in the '60s, Korea, the liberation of Kuwait, and pretty ➤

ANNIVERSARIES THIS YEAR

Time-sensitive games are always a good idea, as they can ride on the wave of free publicity that tends to surround every major anniversary. Here are some of the events that we think are likely to spark off a merchandising explosion this year:

June 28th – 75th anniversary of the signing of the Treaty of Versailles

An ideal opportunity for a platform game in which you control Count Ulrich Brockdorff-Rantzau as he runs around the rooms of the Palace of Versailles trying to amass the 20 billion gold marks demanded by the Allies as reparations. Collect a hundred marks for an extra life.

July 4th – 850th anniversary of Moslem storming of Edessa

A scrolling beat-'em-up would probably be in order here, with the player beating off Christian defenders, and smashing crates to reveal daggers, roast chickens, cans of cola etc.

July 21st – 25th anniversary of first man on the moon

Neil Armstrong first set foot on the lunar surface with the words: "That's one small step for man, one giant leap for mankind." So a platform game would be the obvious choice.

September 9th – 350th anniversary of Battle of Marston Moor

A 1990s-style polygon graphics treatment of the turning point of the English Civil War, in which Charles I lost control of the North of England to the Roundheads, would probably be best.

October 18th – 650th anniversary of foundation of Swabian leagues in Germany

Publishers will probably look to The Patrician for inspiration, creating a point-and-click strategy game in which the player forms leagues for protection against the weakness of Imperial authority in Germany.

November 22nd – 700th anniversary of death of Roger Bacon

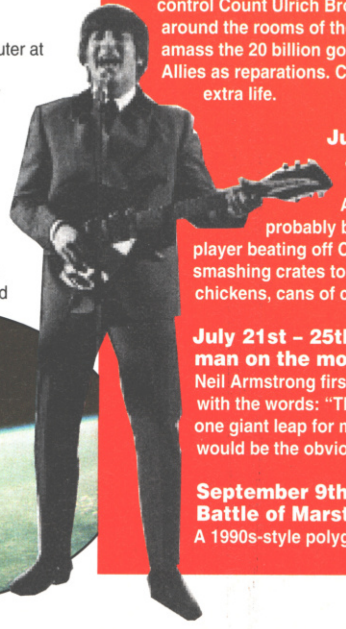
We'd suggest the scrolling beat-'em-up treatment for this one. Levels could include Oxford University, where the founder of experimental science first studied; the streets of Paris, where Bacon lectured; and the Franciscan Friary where he lived until his death.

December 20th – 900th anniversary of El Cid taking Valencia

Another welcome opportunity for a scrolling beat-'em-up, perhaps one that could be tied in with the 1961 swords 'n' sandles epic starring Charlton Heston.

Last month – 3rd anniversary of AMIGA POWER

Could only be a horizontally scrolling shoot-'em-up. As crap games float into view the gunners of the AP flagship take aim and blast them into smithereens. Good games act as power-ups giving new Macintoshes, better laser printers and more sophisticated screen grabbers to the wacky AP crew. And at the end of every level there's an evil publisher to defeat.



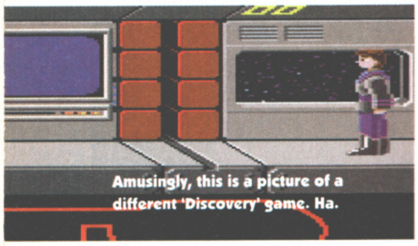
much the entire Vietnam war are all covered in *Campaign 2*. Each unit is accurately placed, the maps are accurately drawn and the tactics of the enemy are accurately represented. Shame the game's so nob.

OVERLORD (Virgin)

Coming out soon, this is a flight sim that manages to cover the D-Day landings. How it displays the full fury of the largest amphibious landing ever seen by man by being set on board an aeroplane isn't entirely clear, but it does have the interesting advertising potential of coming out slap bang in the middle of the D-day memorial celebrations. Nice one Virgin!

DISCOVERY (Impressions)

In 1492, Christopher Columbus discovered America. And in 1992 the world went Columbus crazy, with wall-to-wall Columbus television, no less than THREE Columbus movies, Columbus T-towels... er... Columbus clouds *(They were cumulo nimbus. – Ed)* ...and a game from Impressions. It was surprisingly good, too.



Amusingly, this is a picture of a different 'Discovery' game. Ha.

WORLD CUP GAMES (Everyone)

Sensible Soccer International, World Cup USA 94 from US Gold, Rage's *World Cup Striker*, Infogrames' *Real World Football US 94* and even the oddly-named *Soccer Star World Cup Edition* are all threatening to be out in time for the actual event, and the software world's generally gone footy potty, soccer chocka. Jumping on that contest bandwagon (but without the important and expensive World Cup label) we've so far seen *Sierra Soccer World Challenge Edition* and *Manchester United Premier League Champions* from Krysalis. Okay, so maybe the last one's got nothing to do with the World Cup. But it IS based on a real team, so it still proves our games-based-on-reality point in a roundabout sort of way.

Sensible Soccer The World Cup in miniature.

EVERTON FC (Intelligensia)

Ditto for this.

A WORD FROM OUR SPONSOR

While not strictly tieing in with historical events, product placement in games is rapidly gaining in popularity, and is an example of the ease with which the real world can cross over into games. The last couple of years have seen a sudden flood of this kind of tie-in, resulting in an office that's virtually swimming with sugary snacks. Indeed, just recently a company called Microtime Media was set up with the express purpose of plugging products through videogames. Here are some of the in-game ads you might have spotted:

ZOOL/CHUPPA CHUPS

Would you have known that Chuppa Chups are the world's best-selling lollipops (or, indeed, lollipops at all) if you hadn't seen our un-ant-like chum clambering over lots of them?

SNAPPPERAZZI/DOMINOS PIZZA/CHEWITS/THE SUN

Virtually a commercial break stretched out to game-length, and one that's best fast-forwarded through.

JAMES POND 2/PENGUIN BISCUITS

Ask anyone to name one of the most influential chocolate-coated snacks ever, and they'll invariably mention the Penguin. Can this have anything to do with its appearance in *James Pond 2*?

PUSHOVER/QUAVERS

Quavers don't seem to appear at all during this inspired platform puzzler, but they feature heavily in the slightly tenuous animated intro.

Pushover But where are the Quavers? Mm?

ONE STEP BEYOND/QUAVERS

Quavers again, but this time you're in control of Mr Quavers himself – Colin Curley – as he scrambles around in, er, an inspired platform puzzler.

This never happened in real life, obviously.

The benefits of product placement are obvious from manufacturers' and games publishers' points of view, it's just more advertising, but how about yours? What exactly do you get out of it?

The ads in AMIGA POWER mean the magazine costs you less than it would otherwise. The ads on telly mean your TV licence costs less. But do games with products in cost any less? Ho ho – no. Still, as Microtime Media so wisely point out, games benefit from the added sense of realism real-life products bring to things. Oh yes.

RYDER CUP GOLF (Ocean)

And this one's based on a real golf competition. Apparently.

ON THIS DAY IN HISTORY...

All this has set us speculating about all the untapped game potential of history's rich tapestry. So listen up software people, here are a few free ideas for you:

SENSIBLE GRAND MASTER

The Amiga's wackiest programming team have done it again! Whoop it up through 36 games of The Times Grandmaster Challenge in London. Features the popular point and click interface from *Cannon Fodder* and the tiny forced 3D graphics from, well, every other Sensible game. Chess – it's never been so much fun!

JAMES DEAN'S PORSCHE SPYDER CHALLENGE 2

And he's off! The road, that is.

KITTY HAWK

On Dec 17 1903, Orville Wright climbed into the first heavier than air powered flying machine and launched into history. Now you can share the thrills and spills of that day in stunning bitmapped vector graphics and sampled sound. Be amazed as the astonishing 25 horsepower engine throws your plane along a 60 foot greased platform, and cover distances of up to 850 feet in just under a minute. Features no weapons, no landing gear and no climbing ability – a must for all flight sim fans.

A-TRAIN ROBBERY

A data disk set in the '60s, with you playing the part of Buster, Ronny, Tadger, Smashie and Big Derek as they perpetrate the greatest rail heist of all time using nothing more than a red bicycle light hooked up to a few batteries. Featuring a point and click interface, isometric 3D throughout and the CD32 version's got a Phil Collins soundtrack. Can't wait.

'GOOD MORNING WACO' SYNDICATE DATA DISK

Face Koresh's leagues of guitar wielding followers as you send in four Bureau of Alcohol, Tobacco and Firearms cyborgs to put an end to his dull radio broadcasts and pop star aspirations.

SIM BEATLE

Were those haircuts a good or bad idea? Should the Fab Four have kept Stuart Sutcliffe? Was the White Album a bit of a disappointment or what? Using a simple point and click interface and a 'mop' top-down view, you can investigate the multi-faceted career of the most popular pop band of all time. Arcade subgames allow you to control Ringo through screaming fans, guide George to inner enlightenment with the Maharishi Maheshyogi, dash Paul into the arms of Linda and get John out of the foyer of the Dacota building in New York as fast as you can waggle your joystick. Yeah, yeah, yeah.

GRAHAM GOOCH'S WORLD CLASS INNINGS COLLAPSE

Just like the real thing, eh sports fans?

GREAT PLAGUE DIZZY

"Bring out your dead!" chuckles Dizzy in this fun-packed collect-'em-up. Victims of the Black Death tumble from second-storey windows and rooftops, and you control Dizzy's wagon through the vermin filled streets of Old London Town.

GLEN MILLER FLIGHT SIM

A 50th anniversary data disk for the popular *Buddy Holly* flight sim.

YEAR ZERO – POL POT'S CAMBODIA

A horizontally scrolling beat-'em-up?

JFK – TEN SECONDS IN DEELY PLAZA

A horizontally scrolling beat... *(Er, and that's enough speculation for now. – Ed)*

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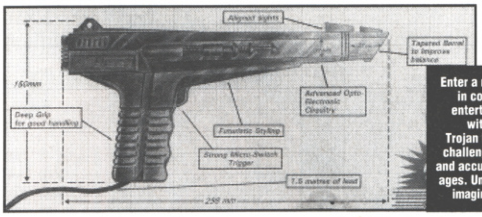
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GAMES

JUST WHO DO WE THINK WE ARE?

American big-band razzamatazz is the order of the day as the World Cup kicks off in virtually the only country that doesn't have footy as its national sport. With all this talk of shorter pitches and larger goals, we thought we'd throw our knowledgeable hats into the ring.

JONATHAN DAVIES

JD's not the greatest football fan, but he does know what he likes. For football to be even slightly entertaining for the full 90 minutes, he sees only one course open to FIFA. "Football needs more balls on the pitch at one time. Anything up to ten would make a vast improvement, and it would also keep the camera men on their toes all the time." He apparently came to this conclusion after playing a pinball table with a multiball feature. Next month he hopes to convince the World Snooker Federation to include a 'tilt' option on all their competition tables. He's so crazy.

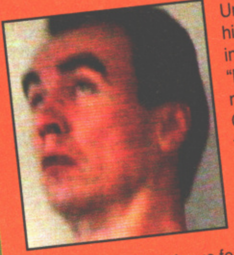
STUART CAMPBELL

"Pah!" snorted the slumped form of Stuart Campbell from behind his word processor. "You don't know anything about football. You all know nothing! Football's a sensible game, and doesn't need any fancy rules to make it exciting. It's pure, it's basic and it's utterly compulsive as it is, although I don't like the TV presentation much. If they used just one camera mounted on an airship, and screened the entire match from above, then it'd be just about right." And with that, he shrugged on his leather jacket and wandered off for another solitary lunch in The Trinity. We just don't know what to do. Our little Stuart is becoming more distant with each passing day. In fact he's not here now.

CAM WINSTANLEY

"I see the main problem with soccer today is that there isn't enough importance placed on goal scoring. As it stands, many matches are played, particularly in the World Cup, where one team plays for a draw, because by coming away with a goalless draw, they'll have accumulated enough points to win a match. This leads to dull games, so I propose that goalless draws would earn zero points, and rather than having a set number of points for a win, that points are awarded for each goal scored." All this was a big surprise to the rest of the team, as we thought he'd have gone on about mines and spiked pits and that sort of thing. It just goes to show you never can tell.

STEVE McGILL



Unfolding his 'manifesto' from his shirt pocket, Steve launched into his views on world soccer. "Football's image can only be revitalised if those filthy cheats Glasgow Rangers are banned from ever playing a match again. They robbed the mighty Kilmarnock FC of their place at the Scottish cup final, which truly is an unforgivable crime. A total ban might make us forget, but the only way to entirely forgive them would be for them to give up one of their own. Burning Mark Hateley at the stake should just about do it." He then proceeded to sing 12 rousing verses of There's Only One Team In Ayrshire before quietly going back to sleep.

SAL MEDDINGS

Without even pausing to think for a moment, Sal's eyes lit up as she uttered a single word. "Naked." A ten minute 18-rated movie featuring Paul Walsh, Ryan Giggs, 'Bobby' Baggio and Ruud Gullit then projected out of her eyes and covered an office wall with lewd images of tackles, fancy footwork and stunning ball control. Eventually we threw a bucket of cold water over her and she sheepishly added that there's never enough recipes in football TV coverage, and she'd like to see a couple of the lads (or maybe the linesmen) cooking at half time. She's not been well.

STEVE FARAGHER

Inspired by the Billy Bragg song, Steve thinks it would be a good idea to quite literally move the goal posts. "You could put them on rails and then seat the fans from opposing teams on opposite sides of the pitch and pass out stout ropes to the terraces". That would be fun.

SARAH SHERLEY-PRICE

"Playing football with an iron-cored ball and boot-magnets might be fun, but I suppose UEFA would have to regulate the strength of the magnets used and it could get horribly confusing. Velcro boots on an inverted pitch would definitely be exciting, but all the players would get nose bleeds, and the cost of renovating the pitches would probably break many of the smaller teams financially. I've always thought gently rolling hills at midfield would improve the aesthetics of the pitch, especially if the stadium was landscaped along an Alpine theme.

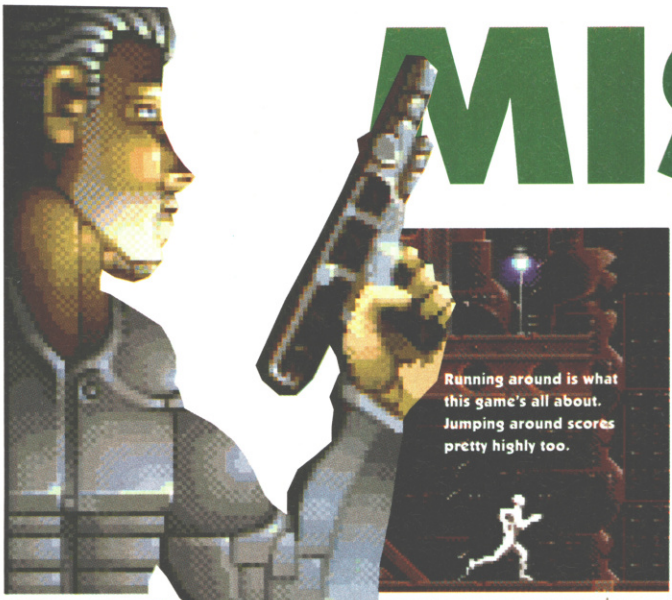
RICH PELÉ

"HELLO EVERYBODY," said Rich, as he simultaneously brought in his Complete Control copy two weeks late and kept a ball aloft with his head and knees. "SORRY THIS IS SO LATE, BUT YOU KNOW HOW IT IS. JUGGLING AN INTERNATIONAL FOOTBALL CAREER, A RESPECTED POSITION ON AMIGA POWER, AND A PLACE AT EXETER UNI ISN'T AT ALL EASY YOU KNOW." With a magnificent banana shot, he hoofed the ball into Steve the Publisher's office. "ANYWAY, I'LL BE OFF NOW. BYE." And with that, he left.

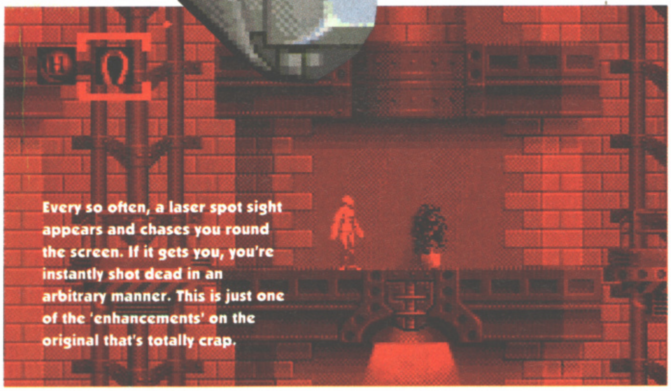
DAVE GOLDER

"I can think of many pleasurable ways of spending 90 minutes," grumbled top PD headhunter Dave, "and watching a flipping football match isn't one of them. Now clear off. I'm about to watch three episodes of Dr Who and the Athlete's Foot of Doom back to back."

IMPOSSIBLE MISSION 2025



Running around is what this game's all about. Jumping around scores pretty highly too.



Every so often, a laser spot sight appears and chases you round the screen. If it gets you, you're instantly shot dead in an arbitrary manner. This is just one of the 'enhancements' on the original that's totally crap.

Well, it's certainly not easy.

Game: Impossible Mission 2025
Runs on: A1200, CD32
Publisher: MicroProse
Authors: Paul Dunning, Seth Walker, Paul Ayliff
Price: £34.99
Release: Out now

[Scene: A TV studio. The assembled cast sit before a live audience, recording this week's edition of Have I Got Reviews For You? Angus Deayton, for it is he, grins smugly into Camera One and begins his introduction.]

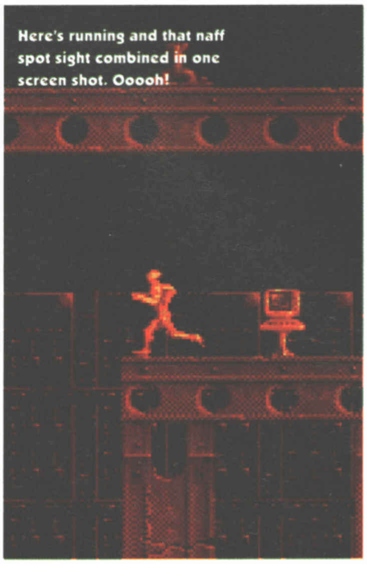
ANGUS: Good evening and welcome to Have I Got Reviews For You?, the show that does for videogames what Ayrton Senna did for sales of Teflon driving gloves.

AUDIENCE (nervously)**:** Ha ha ha ha.

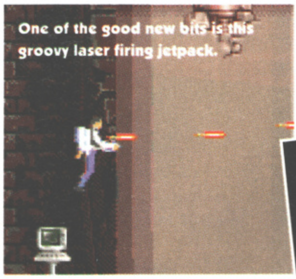
ANGUS: But first some news. And there was an unfortunate mix-up earlier today, as the managing director of one of the new NHS trusts was accidentally taken to an underfunded geriatric ward instead of a new cancer wing...▼

ANGUS: ...and the relaunch of the new, more modern and hip Tufty Club went horribly wrong as the star was mown down on his way to the press party by a hit-and-run UFO.▼

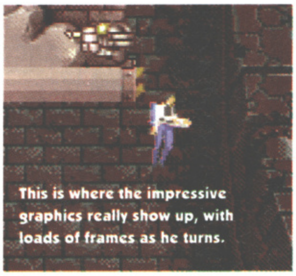
ANGUS: And finally, we've just received some exclusive film footage from Labour Party headquarters, as a heated debate between Roy Hattersley and Robin Cook over the new deputy leadership threatens the party's new-found unity.▼



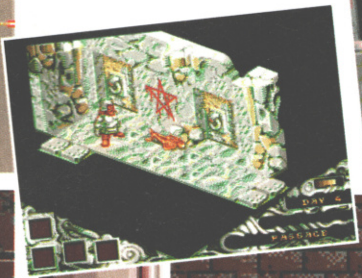
Here's running and that naff spot sight combined in one screen shot. Ooooh!

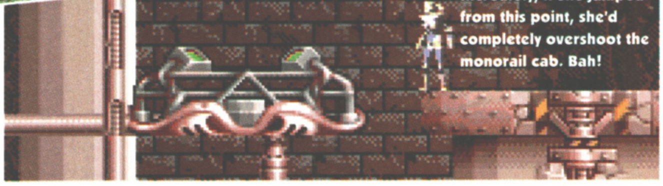


One of the good new bits is this groovy laser firing jetpack.



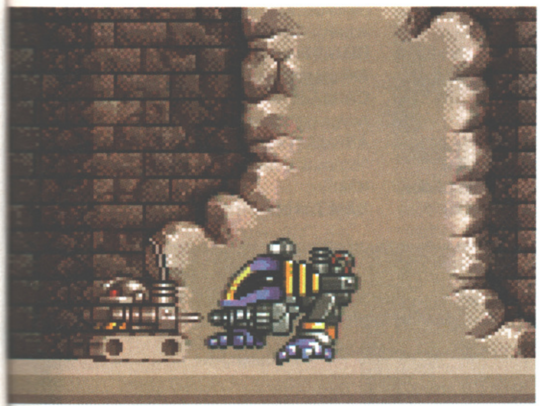
This is where the impressive graphics really show up, with loads of frames as he turns.





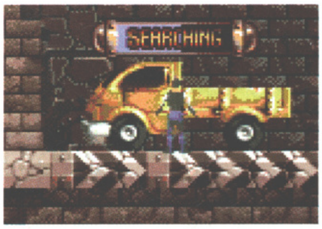
Incredibly, if she jumped from this point, she'd completely overshoot the monorail cab. Bah!

ANGUS: On the show tonight, we've got a bit of a specialist panel for you. On Stuart's team is Agent 4025, the one-time star of old 8-bit computer game *Impossible Mission*, and a man of whom Conrad Hart out of *Flashback* once said, "He taught me everything I know today – especially the bits about Shetland ponies."
AUDIENCE: Ha ha ha ha.
AGENT 4025: Hello.
ANGUS: And on Cameron's team, fresh from a West End run of Roger Hargreaves' "Whoops, There Goes My Geometry", it's that Mr Men icon of all things purple and egg-shaped, Mr Impossible!
MR IMPOSSIBLE (jumping clean over the desk from a sitting position): Good evening.
AUDIENCE: *[Loud cheers, as if welcoming a long-lost and much-loved family member]*
ANGUS: Er, yes. And without further ado, we blow our nose on the handkerchief of Round One and examine the current-affairs contents. Stuart and Agent 4025, what's happening here? ▼

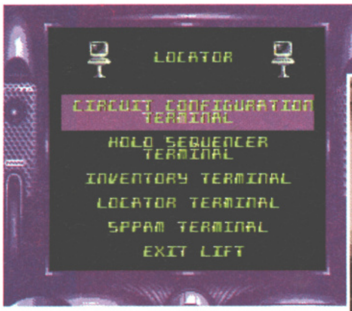


AGENT 4025: Ah, now that's an easy one. It's *Impossible Mission 2025*, the new, more modern and hip updating of the original 8-bit *Impossible Mission*, the game I starred in. There was one time when me and Elvin Atombender...

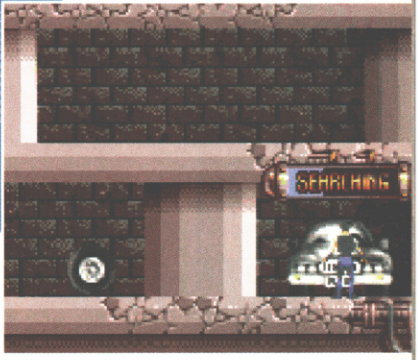
ANGUS: Really? That's terribly interesting but unfortunately it's time for Cam and Mr Impossible's question. Cam and Mr Impossible, explain, if you can, this. ▼



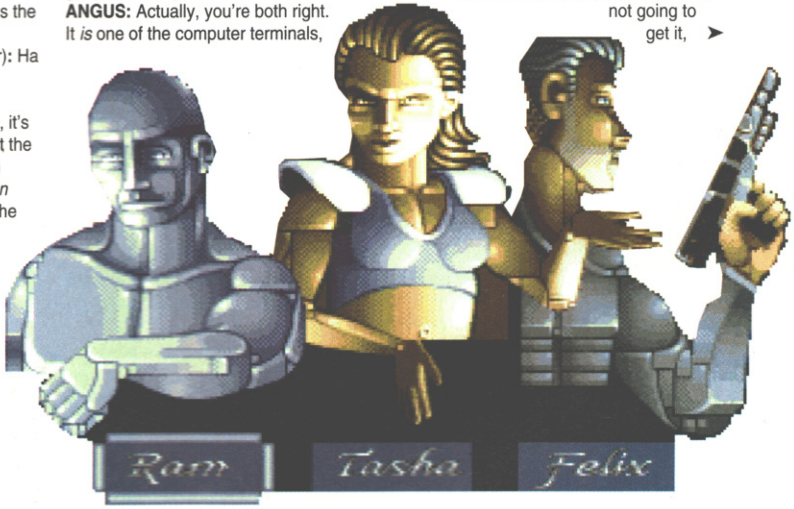
STUART (interrupting cleverly): Is it an inner-city youth, shortly prior to being sent on a four-month luxury cruise of the Bahamas?
AUDIENCE (knowingly): Ha ha ha ha.
MR IMPOSSIBLE (closing his eyes and becoming invisible): No, no, it's John MacGregor trying to remember where he left his coherent transport policy.
AUDIENCE (who conveniently, and possibly unlike several AMIGA POWER readers, know that John MacGregor is the Government's Transport Minister): Ha ha ha ha.
CAM (with mock irritation): Actually, it's a clip showing that the basic gameplay in *Impossible Mission 2025* is basically the same as in the original game. You run around platforms, go up and down in lifts, and search objects for parts of a puzzle, which you have to solve in order to reach the next level. You can also find guns, various high-tech protection devices and even a jetpack to help you on your way.
ANGUS: Absolutely, if slightly smugly, correct. The next clip is for Stuart and Agent 4025, and it looks like this. ▼



STUART: Ah, now I know this one. It's one of the restart points scattered liberally around each level.
CAM: No, you're wrong, it's one of the computer terminals where you can log in and locate various important points around the levels, or perform certain important tasks. It's also an indication of how much more complicated the new version of the game is. Thicky.
ANGUS: Actually, you're both right. It *is* one of the computer terminals, but every time you log on to one, it acts as your new restart point, so I'll give you one each. And lastly in this round, Cam and Mr Impossible, can you tell me what unsavoury incident this is? ▼

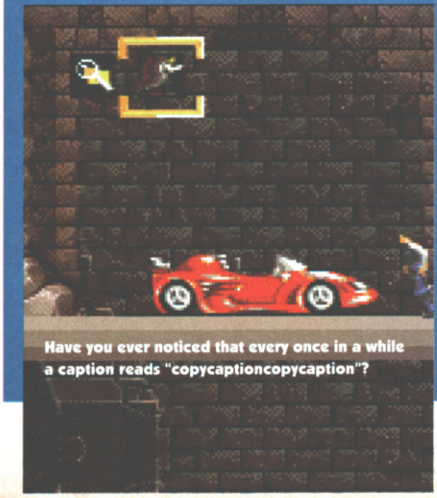


CAM: Er...
MR IMPOSSIBLE (suddenly turning orange): Er...
STUART: Er...
AGENT 4025: Er...
ANGUS: Well, as you're obviously not going to get it, ➤



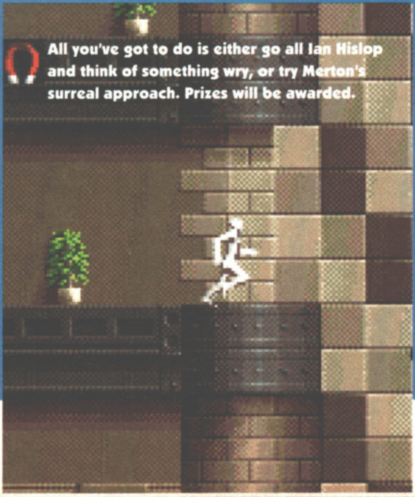
THE CAPTION COMPETITION

ANGUS: We *were* going to come up with some funny captions for these unusual pictures, but all the ones we thought of were crap. So if you can think of any good ones, send them to 'Whose Job Is It To Write This Review Anyway?', AMIGA POWER, 30 Monmouth Street, Bath, BA1 2BW, and we'll send our copy of Impossible Mission 2025 to the best one.



Have you ever noticed that every once in a while a caption reads "copycaptioncopycaption"?

That's because we occasionally forget to put a caption in. This time it's up to you though.

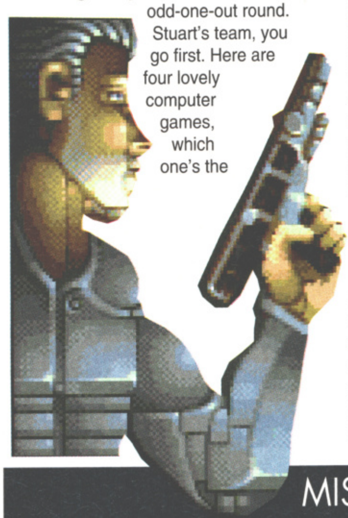


All you've got to do is either go all Ian Hislop and think of something wry, or try Merton's surreal approach. Prizes will be awarded.

I'll tell you. It's a platform which used to have a robot on it, the robot having mysteriously disappeared when the player walked off to the side so that the robot was obscured, then walking back to find that – bizarrely – the robot simply wasn't there any more. So no points there, and at the end of that round, the teams are quite literally inseparable, both sides having a Siamese-twin like three points.

AUDIENCE: (Applause)

ANGUS: Well, Round One is now a distant and nostalgic memory, with certain elements of the press already claiming that it's not as funny as it used to be. The more modern and hip among us, however, are moving swiftly on to Round Two, the odd-one-out round. Stuart's team, you go first. Here are four lovely computer games, which one's the *Dangerous Streets*?



[Screen shows pictures of Stardust, Overkill, Frontier *and (natch)* Impossible Mission 2025*]*

STUART: Is it *Overkill*, because no other game has baddies exploding like over-ripe melons?

CAM: Surely it's *Stardust*, because all the others have at least slightly sensible plots?

AGENT 4025: I think it's *Impossible Mission*, because all the others are better than the original versions.

ANGUS: No, you're all wrong, and *Asteroids* was better than *Stardust* anyway. The answer is, in fact, *Frontier*, because all the other games contain subgames of one sort or another. *Stardust*'s got the tunnel sections and the *Thrust*-ish secret missions, *Overkill*'s got *Lunar-C* included on the CD, and...

CAM: ...*Impossible Mission 2025* contains a Simon-esque repeat-the-colour-sequence thing, a shoot-'em-up and various other delights that you have to battle through on the computer terminals to get power-ups and pieces of the puzzle.

MR IMPOSSIBLE (walking vertically up the studio wall)**:** That's a bit boring, isn't it?

AGENT 4025: Not as boring as *Impossible Mission 2025.*

CAM: But aren't *you* in *Impossible Mission 2025*? The animation certainly looks exactly the same as yours did in the original game.

AGENT 4025: No, that's, er, my young nephew, Agent, er, 2025. Hence the, er, family resemblance. But anyway, it's not all his fault – and besides, you can choose from no less than three characters to represent. There's a man, a woman and a robot, who all run and jump at different speeds, although they all share a pointlessly long and inflexible jump that frequently makes you miss many of the smaller platforms.

ANGUS (to camera)**:** And next week on Going On And On And On For Ever About Not Very Good Computer Games, Cyril Fletcher (father of Dexter). But meanwhile, on with the odd-one-out round. Cam and Mr Impossible, you get four Richard Nixons – which one's the Dick?

[Audience laugh uproariously as screen shows pictures of Wayne Hussey from out of top goth deadbeats The Mission, Robert De Niro from out of top Amazonian duelling movie, er, The Mission, Agent 4025, and Michael Palin from out of top Victorian-prostitute-redeeming movie The Missionary]

CAM: This is a trick question, surely?

MR IMPOSSIBLE (doing press-ups with only his little finger)**:** No, it must be Agent 4025, because all the others have made a comeback at least once.

AUDIENCE: Ha ha ha ha.

AGENT 4025: Aha, that's just where you're wrong, clever-clogs, because I *do* make a comeback. In fact, my entire game, right down to the original crackly Commodore 64 speech, is included as a bonus with *Impossible Mission 2025* which you can select to play from the start menu instead of the new game. In fact, many people think that it's actually bet...

STUART: I reckon it's Robert De Niro, because all the others move in a visually realistic manner.

> **"Move in a visually realistic manner"**

ANGUS: ...is the right answer, which takes us thankfully and unusually quickly to the end of that round, where we find that Stuart and Agent 4025 have a *Cannon Fodder*-ishly large five points, while Cam and Mr Impossible have a *Dennis*-ly poor three. Now, as the sun sets in the west, the grass grows in the rushes-o and some paint dries somewhere in Cornwall, we move on to our final missing words round. Our teams get a headline with one or more words blacked out and they have to fill in the gaps. This week's guest publication, which some of the headlines may come from, is the July issue of AMIGA POWER.

STUART: What, the world's best-selling Amiga games magazine?

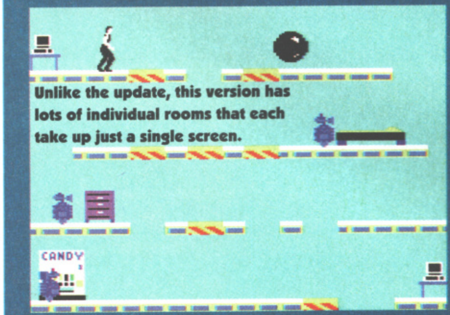
CAM: And, indeed, the world's finest Amiga games magazine?

ANGUS: Yes. And the first headline is "*Impossible Mission 2025*'s Levels...", what?

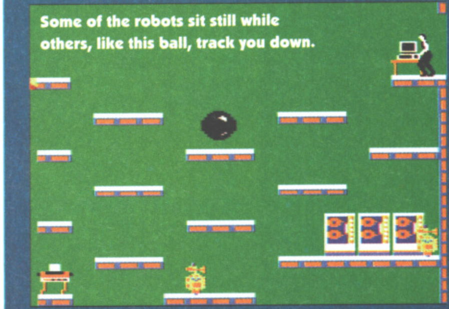
CAM: "All Look The Same"?

MISSION YOU ALREADY

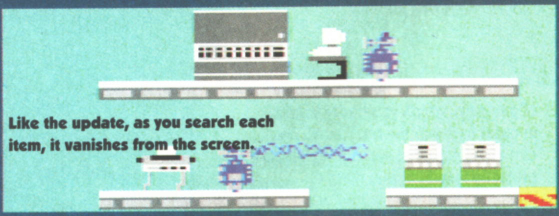
If you're anything like us, you'll spend nearly all your time actually playing the 1982 version of *Impossible Mission*, immaculately ported across from the old C64 game. So here's a quick guide to what's going on.



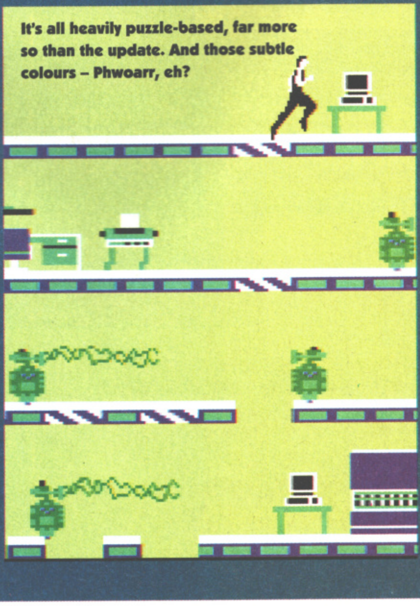
Unlike the update, this version has lots of individual rooms that each take up just a single screen.



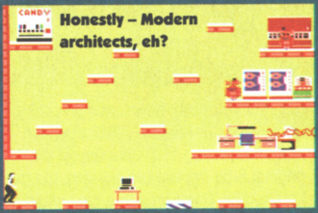
Some of the robots sit still while others, like this ball, track you down.



Like the update, as you search each item, it vanishes from the screen.

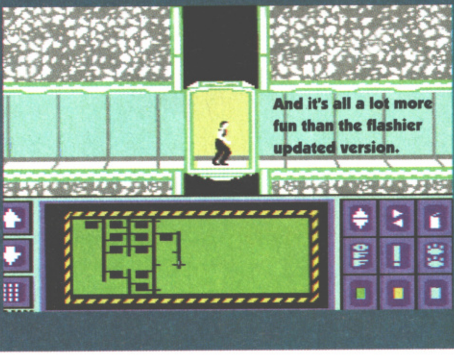


It's all heavily puzzle-based, far more so than the update. And those subtle colours – Phwoarr, eh?

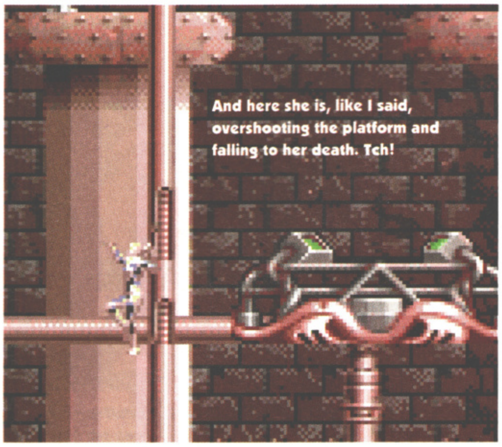


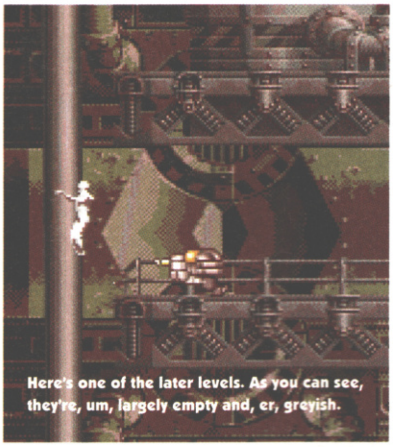
Honestly – Modern architects, eh?

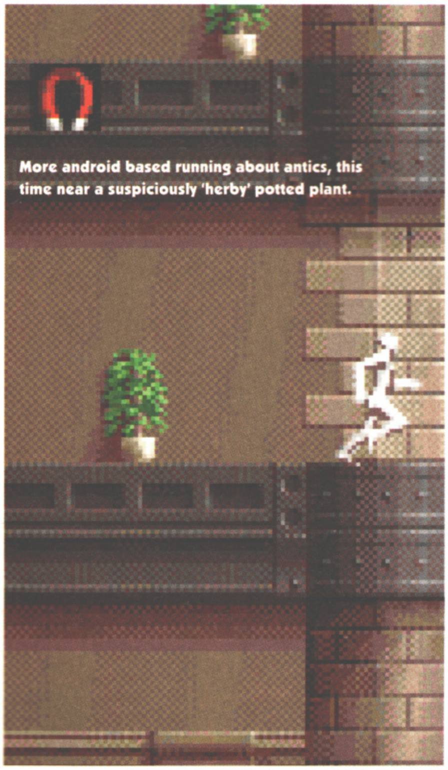
You use lifts and everything.



And it's all a lot more fun than the flashier updated version.


And here she is, like I said, overshooting the platform and falling to her death. Tch!


Here's one of the later levels. As you can see, they're, um, largely empty and, er, greyish.


More android based running about antics, this time near a suspiciously 'herby' potted plant.

IMPOSSIBLE MISSION 2025
THE SPECIAL EDITION

MR IMPOSSIBLE (turning his head through 360 degrees): "Are A Bit Sprawling And Empty"?
AGENT 4025: "Aren't Nearly As Tightly Focussed As In The Original"?
STUART: "Are Centred More Around Platform-Leaping Than The First Game's Intriguing Puzzle-Solving Emphasis"?
CAM: "Are Largely Grey"?
ANGUS: Two points. Next up, "*Impossible Mission 2025*'s Gameplay Is...", what?
CAM: "Slow And Unengaging"?
AGENT 4025: "Not Nearly As Tightly Focussed As In The Original"?
STUART: "A Bit Annoying"?
MR IMPOSSIBLE (sneezing with his eyes open): "Not As Good As Asteroids"?
CAM: "Largely Dull"?
ANGUS: Correct, for another two points. "*Impossible Mission 2025*: Decade Of Gaming Enhancements Produce...", what?
STUART: "Slightly Better Graphics And Not Much Else"?
AGENT 4025: "Something That's Not Nearly As Tightly Focussed As The Original"?
CAM: "A Worse Game"?
STUART: Is it "Largely Nothing"?
ANGUS: ...is right for two points, and finally, "The Best Thing About *Impossible Mission 2025* is...", what?
MR IMPOSSIBLE (landing safely on a small platform suspended in mid-air, while using the game's inflexible one-distance-only jumping system): Is it "Largely Nothing" again?
CAM: "The Fact That I Don't Have To Play It Any More"?
STUART: Er...
AGENT 4025: "The Original *Impossible Mission*"?
ANGUS: ...is the correct answer. Which needless meandering brings us stuttering mechanically to the end of another show, and looking at the scores we find that this week's international playboys are Stuart and Agent 4025 with nine points, and this week's *International Rugby Challenges* are Cam and Mr Impossible with seven points.
CAM: That's impossible!
ANGUS (pointing to MR IMPOSSIBLE): No, *that's* Impossible.
AUDIENCE: Ha ha ha ha ha.
CAM: Take that, you smug git (punches ANGUS in face).
ANGUS: Ha ha. (Winces) So, a top-of-the-range stereo system to our winners, a tape-recorder that self-destructs in five seconds to our losers, and we leave you tonight with memories of a week in which British Rail unveiled their new failsafe back-up system for transporting passengers in the event of 'the wrong kind of snow'...▼

ANGUS: ...Michael Barrymore allegedly suffered an unfortunate relapse in his battle against the bottle...▼

CAM: Hang on a minute, there's smoke coming out of this th...
[Large explosion]
ANGUS: ...and Jurgen Klinsmann was reprimanded by FIFA during the World Cup for not going before the match started.▼

ANGUS: Goodnight.
[AUDIENCE in uproar, wild applause, lights dim, everyone lives happily ever after, catchy theme tune, fade to credits]

CREDITS

Review by:
STUART CAMPBELL
Game actually played by:
CAM WINSTANLEY
Continuity checks:
STEVE FARAGHER
Last-minute winner:
STEVE McGILL
Camera crew: ***SAL MEDDINGS, SARAH SHERLEY-PRICE***
Series producer:
JONATHAN DAVIES

UPPERS By far the biggest Upper is that you get the original *Impossible Mission* included free on the disk. It might look and sound rubbish, but it's a game that challenges both your mind as well as your reflexes..

DOWNERS It's much more of a typical platform game than the original, but keeping the original control system, with all its restrictions, doesn't work nearly as well in a straight platformer as it did in the first game. It's not very focussed, it's annoying to play, and it never captures the original's atmosphere.

THE BOTTOM LINE

Hmm. Tricky one to mark, this. The new game doesn't really do anything for the platform genre and has some very annoying features. The original game is, however, stiill a classic. If it was *Impossible Mission 2025* on its own, we'd be looking at a score in the low 60s, frankly, but the inclusion of the old game (in a nostalgia-lover's exact-replica condition, right down to the sound) undeniably bumps the value-for-money rating right up. Then again, you could probably buy a C64 and a copy of the original *Impossible Mission* for about the same price anyway and have the opportunity to play loads and loads of old 8-bit games, no doubt going all bleary-eyed and nostalgic. It's a funny old world, Brian.

75 PERCENT

"No, hang on, there's a bee on you... there, got it."

"Look, you're one thing, fatso, but I'm not fighting your big brother as well."

ELFMA

It's fairly manic and there are elves in it. Hmm, it's not by a bonkers Scandinavian

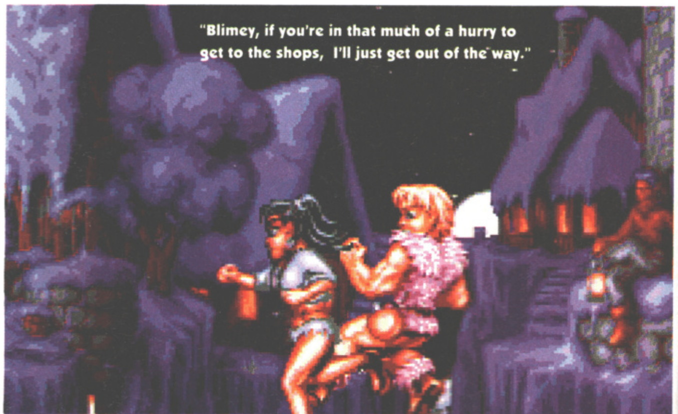
Game: Elfmania
Runs on: A500, A600, A1200
Publisher: Renegade
Authors: Terramarque
Price: £25.99
Release: June

Why do we bother? Month after month, year after year, we sit here desperately trying to help people make better Amiga games, because better Amiga games are what we all want. We point out obvious stupid flaws, we try to offer constructive criticism and practical suggestions, we stomp viciously on the metaphorical faces of games which fall below the desired standards. But does it do any good? Do you lot actually wait to read the review of *WWF European Rampage/Epic/Microcosm* or whatever before you rush out and buy it? Do any programmers actually ever go 'Oh, right, I'm going to get roundly abused big-time if I don't do something about this crap control system, better sort it out'? Does anybody, in fact, ever listen to a word we say? Obviously not.

HELLO... HELLO?

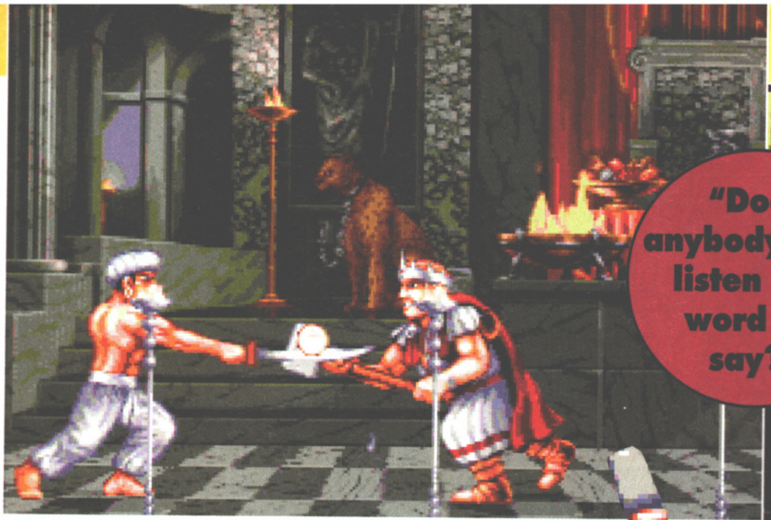
Elfmania is a game that we'd originally expected to see before last Christmas, but that's been delayed more than once while the programmers tried to crowbar some gameplay into it. The graphics, which we saw for the first time way back in issue 31, haven't changed at all, which is to say that they're still absolutely lovely. All of the backdrops are extremely pretty, with several layers of smooth parallax scrolling, and some of them have a real feeling of depth and atmosphere. The impressive speed's the same as eight months ago. But hang on. "The gameplay's not quite there yet," said Cam in his preview feature, "the sound needs beefing up and the characters need levelling out a bit and maybe a few extra moves would improve the gameplay." So, Terramarque took the chance of a bit of friendly advice and came up with a game that we'd find it impossible to criticise, yes? Obviously not.

Elfmania is a beat-'em-up, but it's a beat-'em-up with a difference. The difference is that when you hit your opponent, there's no sound. You glide weightlessly towards them with



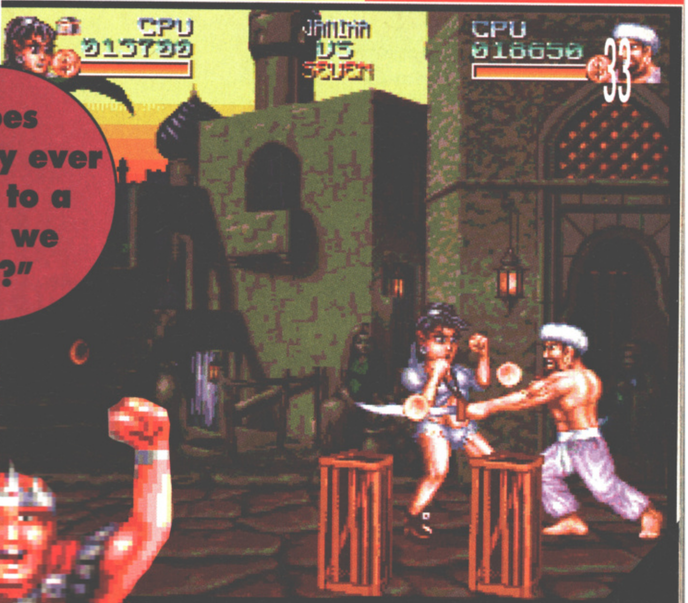
"Blimey, if you're in that much of a hurry to get to the shops, I'll just get out of the way."

"Listen, ugly, if I ask for a light, I want it a bit quicker than that, alright?"



King Elfgrtshfhstsofh (or whatever his stupid bloody name is) never really got to grips with the concept of swordfighting. But he was the King, so it didn't matter.

"Does anybody ever listen to a word we say?"


CPU
015700
JANIKA
VS
SEVEN
CPU
018650

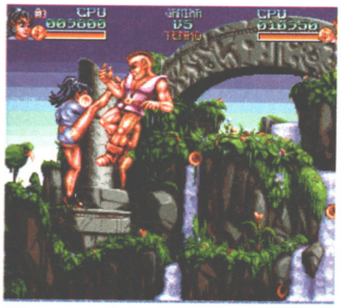
NIA

vian pany by any chance?

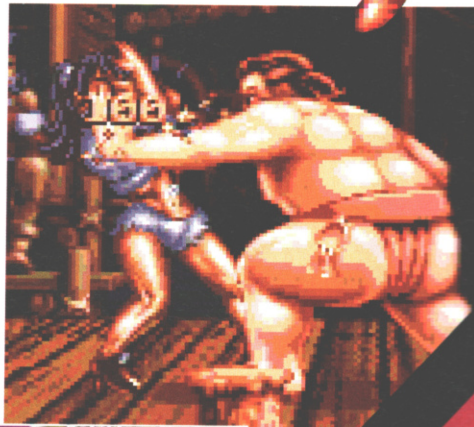
Above: A neat variant on the old 'sawing the lady in half' manouevre.

Below and left a bit: The fat bloke tries to distract Janika by drawing '100' on her face.

"Hang on, I'll give you a guided tour once I've finished my exercises."

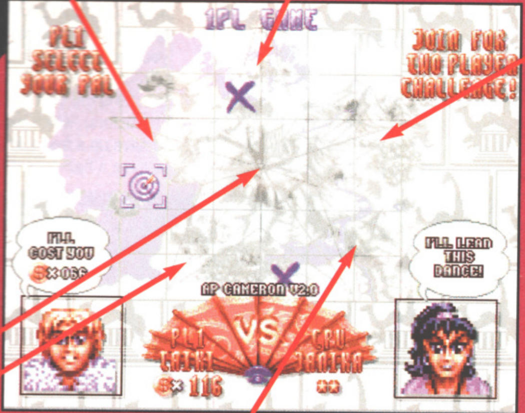

CPU
003600
JANIKA
VS
TENHO
CPU
018550

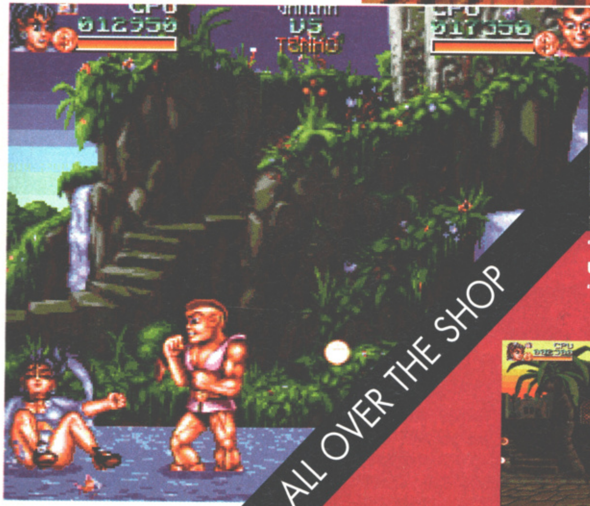
"I've got a really horrible ingrowing toenail, you know. Look." "Eurgh, your feet smell."



"Right. This is the Harbour, where you can see ships and – hey, leaving already?"

"Okay, I'll just show this geezer the icy Village level instead. Oh, and stitch this!"


1PL GAME
PL1 SELECT YOUR PAL
JOIN FOR TWO PLAYER CHALLENGE!
I'LL COST YOU $×066
I'LL LEAD THIS DANCE!
AP CAMERON V2.0
VS
CPU JANIKA
$×116
00


CPU
012950
JANIKA
VS
TENHO
CPU
017350

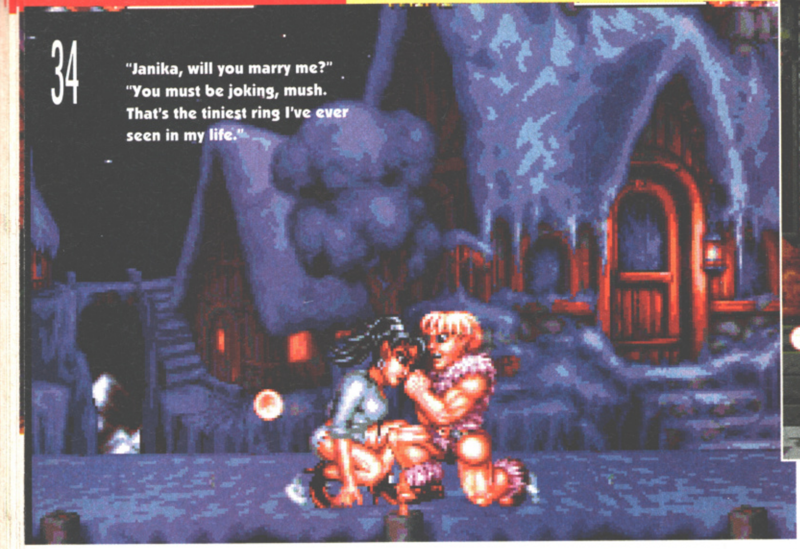
"Here, some poor sap gets biffed in the Palace by the King." "Ouch, me ligaments."

ALL OVER THE SHOP

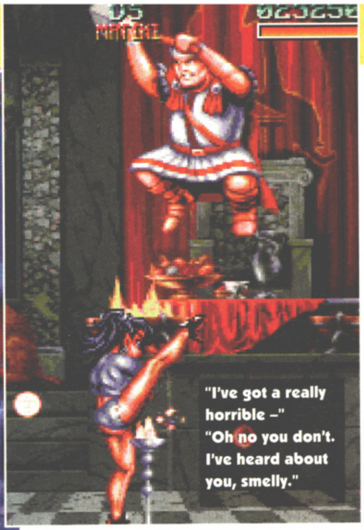
"We're outside the Castle now, so if we want to get in for a gander I'll have to twist this guard's nipples until he lets us go inside."

"Hey, I've just spotted 10p on the water over there!"

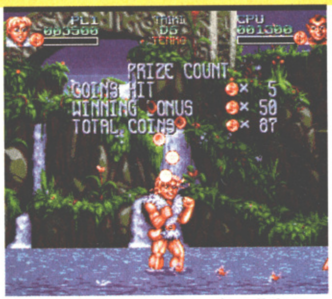
"Oh no! Aarrgghh!"



"Janika, will you marry me?" "You must be joking, mush. That's the tiniest ring I've ever seen in my life."



"I've got a really horrible –" "Oh no you don't. I've heard about you, smelly."



"Ow! Ow! Who keeps dropping all these flipping coins on my head? Ow! Ow!"

your arm sticking out (there's none of the kinetic force that so characterised *Mortal Kombat*, or even Amiga *Street Fighter 2*), your sprites overlap for a moment, then the other sprite recoils away with a pained expression and a coin appears from nowhere and starts to bounce around.

What happened, did you pick their pocket? There are no impact sound effects worth speaking of whatsoever, and it's completely ridiculous. The reasoning behind it is apparently that the game's supposed to be more light-hearted and funny than most beat-'em-ups, but if that's the case then why not have some comedy impact sounds – horns parping or cymbals crashing or something?

Most of the time in *Elfmania* you're simply not sure if you've scored a hit or not, and that's clearly a bit of a problem in a fighting game. But at least Terramarque put the other problems right, yes? Hmm. Look at the score. Obviously not.

TURN LEFT

At this point I'm going to have to diverge a little and explain how the game works, because it's a little different to the beat-'em-up norm. The objective is to win the game by completing a straight line of victories from one side of a 6x6 map to the other. You don't nominally fight in the various battles yourself, but hire a 'champion' from a maximum of six available according to how much money you've got. You start with only enough cash to hire the three wimpiest characters, but you make money from successful fights until eventually you can hopefully take control of the huge fat king with the dangerous sledgehammer. You have to be careful, though, because every hit you take costs you money (the bouncing coins previously mentioned) and if you win a bout but get badly beaten up in the process, you may well not be able to afford a good fighter again next time round. You can either blow all your cash on hiring the hardest character for each fight – which means that if you lose, it's Game Over – or you can use a weaker one who'll obviously be harder to win with, but will leave you enough money to try again if you lose. It's a novel system, but you have to ask, is it a good one? Obviously not.

> "Er, did I mention the graphics? They're really nice."

And here's why. For a start, the price of each character changes according to how much cash you've got, which is a bit of a cheat. The prices are fiddled so that if you choose a lesser character, you've always got an exact multiple of 50 coins left (50 is the increment between characters), which means it's impossible to save up a few quid and get the chance to have a half-decent fighter in reserve in case you lose. Secondly, the difference in stamina and hit power between the characters is so great (another thing that Cam pointed out in his preview) that if you lose against them with a half-decent player, your chances of then winning with your crap back-up fighter are so tiny as to be non-existent – you might as well just quit the game and start again. So is there any point? Obviously, as they say, not.

NO FUTURE

This pretty much kills the one-player game. If you're a weedy character fighting a hard one, you can score a dozen good hits and barely affect their energy bar, while they wipe out half of yours with two good smacks. It's a waste of time. However, most beat-'em-ups sell on the strength of the two-player game, so is *Elfmania*'s up to scratch. Well, if it had been I wouldn't have embarked upon this ungainly literary device for ending the paragraphs of the review, so clearly the answer is 'obviously not'.

For the reason behind this, we have to look at the heart of any beat-'em-up, the special moves. *Elfmania*'s special moves are accessed by repeating one of the character's six attacking moves several times in quick succession. This is all very well if you're playing the computer (although with some of the characters, especially the ones where the relevant move is on a joystick diagonal, it's pretty tricky to actually pull off), but against another human the system means that you're telegraphing your intended move anything up to six or seven seconds in advance, which obviously renders it useless. The remaining half-dozen moves (or a couple more if you include doing them in the middle of a jump, which isn't as easy as it sounds either) don't give much scope for exciting 'combos' (as I believe the young people these days call them), or indeed anything else. Lots of two-player fun, then? Obviously not.

So what else has *Elfmania* got going for it? Er, did I mention the graphics? They're really nice.

A press release which comes with *Elfmania* details the 'huge difficulties' encountered by the programmers through the game's various delays, and talks in dramatic capitals about how trying to create the right control 'became a NIGHTMARE', before breathing a sigh of relief at the end and informing us that 'We feel that THE NIGHTMARE has turned almost like NIRVANA.' All you Seattle grunge pop fans out there who play *Elfmania* will almost certainly agree.

● ***STUART CAMPBELL***

▲ **UPPERS** Obviously, the graphics are stunning. The game structure is original, if nothing else, and an interesting attempt at making the single-player game interesting.

▼ **DOWNERS** The way you operate the special moves fatally flaws the two-player game (the traditional saving grace of the beat-'em-up), and not having impact sound effects is a totally baffling negation of the entire point of a fighting game.

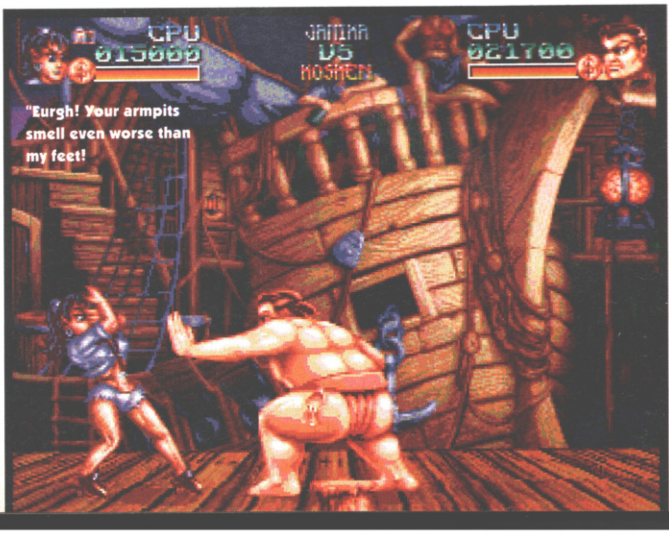
THE BOTTOM LINE

If you're after the definitive Amiga beat-'em-up, you'd have to be suffering from a pretty major internal misunderstanding to buy *Elfmania*. It's as pretty as A500 games ever get, but the gameplay is much less convincing.

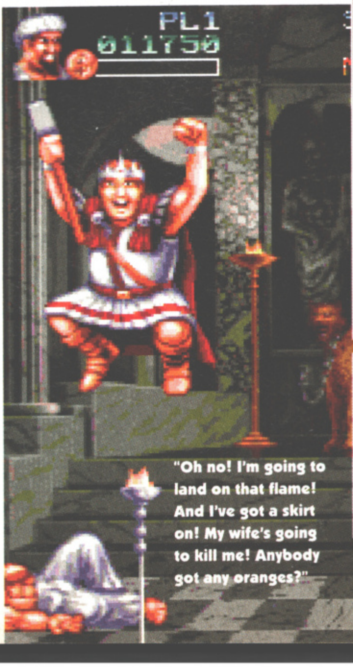
61 PERCENT

THE BOTTOM LINE

A1200 Even when washed in new improved Best-Ever Daz, *Elfmania* looks, sounds, and does everything exactly the same when running on the A1200.



"Eurgh! Your armpits smell even worse than my feet!



"Oh no! I'm going to land on that flame! And I've got a skirt on! My wife's going to kill me! Anybody got any oranges?"

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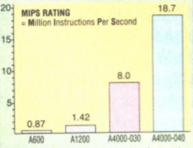

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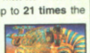

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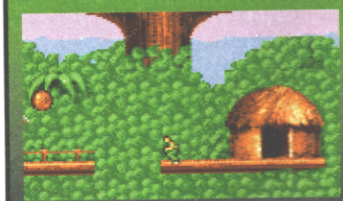
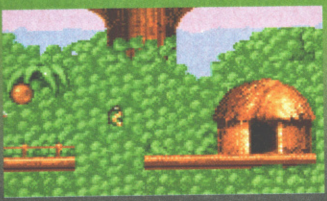
Game: Benefactor
Runs on: A500, A1200
Publisher: Psygnosis
Author: Digital Illusions
Price: £25.99
Release: July

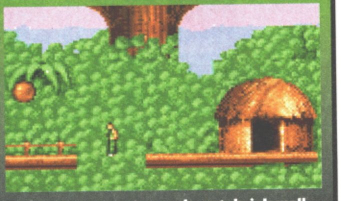
JUMP UP, JUMP UP AND GET DOWN



The game boasts that you can vary the length of a jump from 16 to 40 pixels. Let's see how that works in practice.



Following a nice run up, Ben tucks up into a ball and describes a perfect arc across the gap. However, if you let go of FIRE...

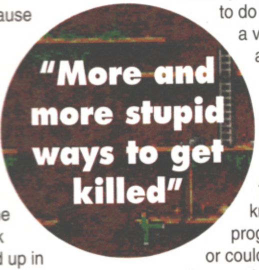


...the arc comes to an abrupt, brick wall stop, and you fall to your death in a Game Over sort of way. Ho hum.

You know, I'm getting pretty darned sick of playing games that are 'all right.' It's simple to moan about pathetic ones or rave about great ones, but it's a total drag to have to work my way through ones that could have been great but just tailed off somewhere in the production stage. Like this one. There are fast paced games and there are medium paced games. Then there's slow paced games, extremely slow paced games, pedestrian paced games, zimmer-frame paced games, and somewhere below that, there's *Benefactor*.

Now I'm not talking about the speed the characters move (although when I think about it, they hardly whoosh across the screen) or the scale of the levels (which are huge and take your slow moving character eons to traverse) but more about the length of time it appears to take you to finish a level. Civilisations have risen and fallen into disrepair faster than this. The problem lies with the yawning chasm between working out exactly what you've got to do to complete a level, and then actually getting past the boring monsters, annoying jumps and tedious instant death falls to complete the sodding thing. Aaaaargggghhhhhh! Call me old fashioned, but I've always thought that puzzles games are supposed to be challenging, thought-provoking AND entertaining? This one isn't.

Which is a shame, because on the face of it, *Benefactor* looks great. It's one of those save-'em-up games like *Lemmings* and *Sleepwalker*, where you've got to rescue little creatures and guide them safely to their den. In this case, you're a marine and the creatures are little fluffy gonk things that have been locked up in an attempt to take over the planet, or some similar such rubbish. Suffice to say that you're a human, they're not and that there's lots of nasty alien things just gagging to sink their teeth into your protein-rich nether regions.



"More and more stupid ways to get killed"

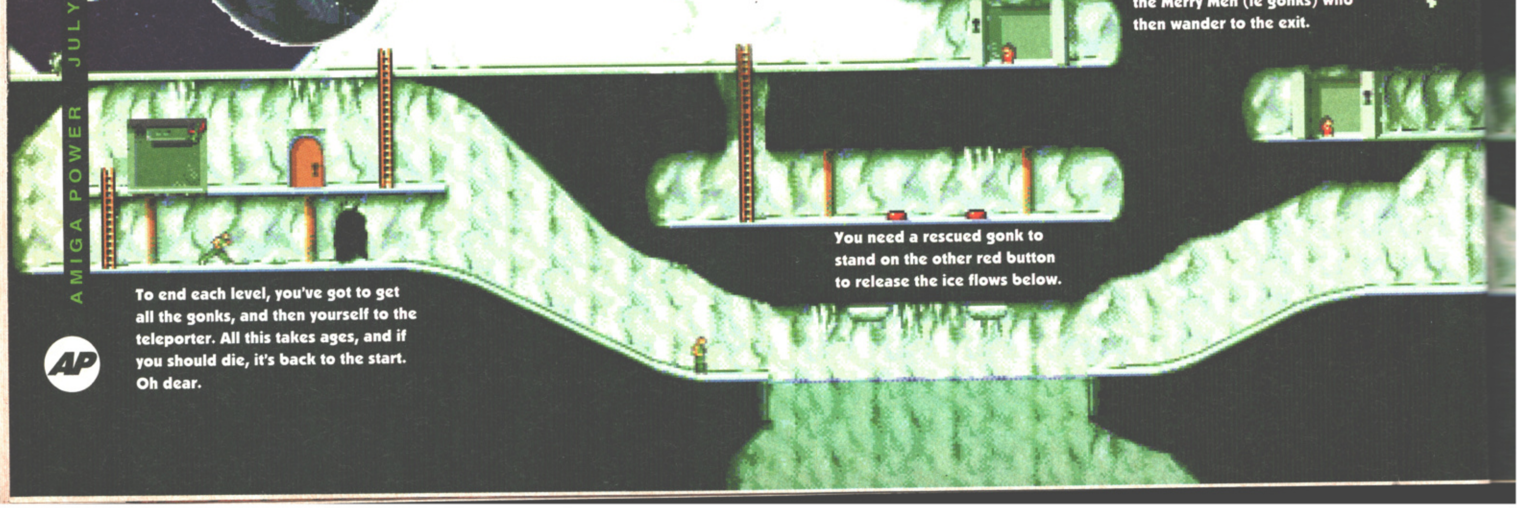
IN YER FACE

The most obvious thing about the game is the teeny-weeny-itsy-bitsy-tidgy-widgy scale of everything. On a 14 inch monitor, your guy's about the size of a 00-gauge station master from a train set, whereas the gonks are the size of a match-head. When I first started playing, I thought that this tiny scale must have something to do with you needing to see a vast amount of the screen at once, but this just isn't the case. Even if you needed to look ahead all the time, the game lets you scroll the screen around, so why the tiny figures? I really don't know, maybe the programmers didn't feel like or couldn't be bothered with presenting us with huge, realistic looking *Flashback*-esque characters, or perhaps they thought that tiny figures would be somehow cute and endearing. They aren't.

LET ME OUT

To complete each level, you've got to find keys to unlock each gonk's cell, and then get them back to a teleporter, but obviously it isn't plain sailing. For a start, the gonk's can't jump, so they just walk up to edges and stand there until you pick them up and jump across gaps or throw them up to higher platforms. Occasionally you come across machinery such as lifts and cranes that you can't operate, but that a gonk can, in which case they'll help each other to escape. I'm talking about coloured gonks now, which are fairly helpful, but there's also black and white ones, which are major league pains. They wander off in the wrong direction, bad mouth their parents and are generally gonks from the wrong side of the street, but there is, thankfully, a solution to these delinquent fluff balls – paint. All you have to do is find a can of paint, pour it into the top of a paint tube and then chuck the offending monochrome nasty down the pipe to produce an instant coloured one. See? It's easy when you know how.

And that's it for the gameplay, with all subsequent levels being variations on the theme of collecting various items in the correct order and charting the right course around the platforms. You come upon doorways which take you to different parts of the level (à la *Dizzy*), you find cool little



Gold keys open the cages to the Merry Men (ie gonks) who then wander to the exit.

You need a rescued gonk to stand on the other red button to release the ice flows below.

To end each level, you've got to get all the gonks, and then yourself to the teleporter. All this takes ages, and if you should die, it's back to the start. Oh dear.

TOR

so it says here.

rope slides and springy platforms to bounce across large gaps and as you progress, there's more to do, more baddies to work your way past and more black and white gonks.

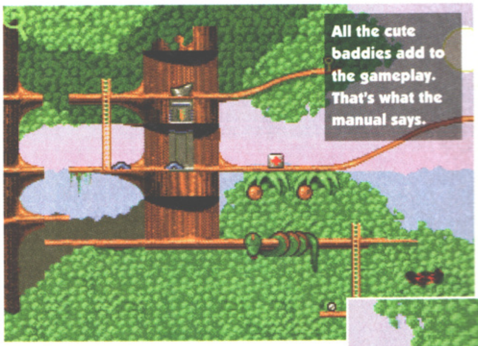
DEAD AND DUMB

Unfortunately, there's also more and more stupid ways to get killed. Get this – long drops kill you. Didn't that go out with flares? There's also masses of random baddies like birds and bees and things that cause you serious and often entirely unavoidable damage when you least deserve it. You can also spend anything up to five minutes trawling round a level only to fall into a room where's there's no escape, so you've got to quit out of the game and do the whole flipping thing again. Annoying and tiresome? You betcha.

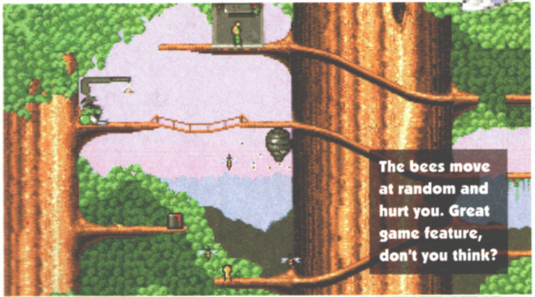
Continuing on that gripes and moans thing, there's the control system. Once you're on ladders, you can't jump off them and many of the jumps are of the annoying pixel perfect variety where you have to be on the last pixel of the ledge to make it. If you're just one pixel away, you fall to your death. I've got doubts about this 16-40 pixel jump business as well. The idea's that you hold down fire to jump and when your bloke's gone far enough, you let go. This is all very well and good when you just need to leap across a gap, but when you're trying to jump onto a small moving platform with lethal spikes underneath, you invariably miss. And die. And spend the next five minutes getting back to that point again. It also makes it difficult to jump on the run, so stopping at every ledge breaks up the flow.

This isn't enjoyable, or entertaining, or even particularly challenging and with one unavoidable death after another, it's just bloody annoying. This is a shame, because I enjoyed the demo we had on AP 36 and was looking forward to playing the full version. Looking back on it, I reckon you got the best bits for free, and the complete version, great to look at though it may be, gets the 'Throw a Joystick Across the Room in Frustration' award for completely annoying gameplay, while the disks get chucked in the corner of the AMIGA POWER office where all the other mediocre things live.

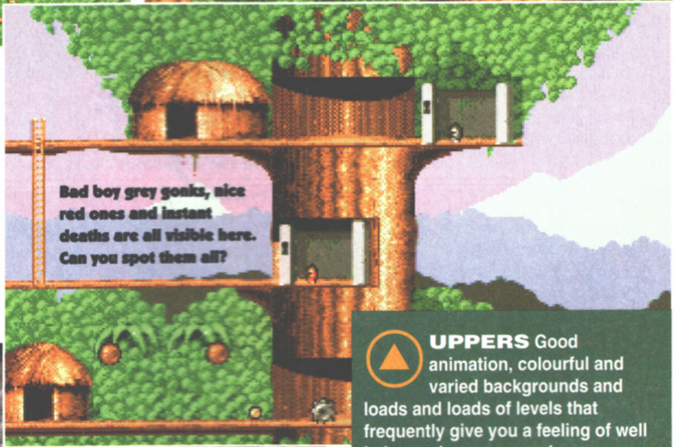
● ***CAM WINSTANLEY***



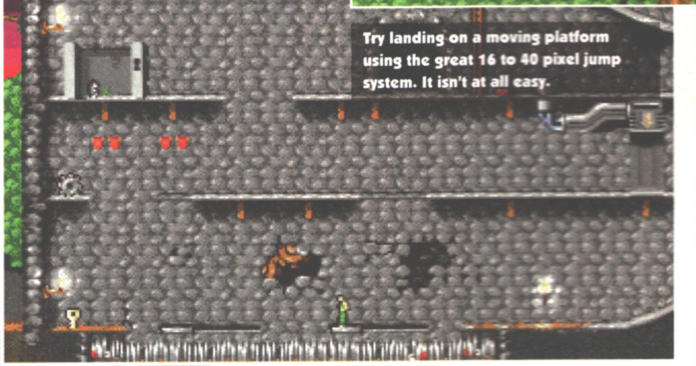
All the cute baddies add to the gameplay. That's what the manual says.



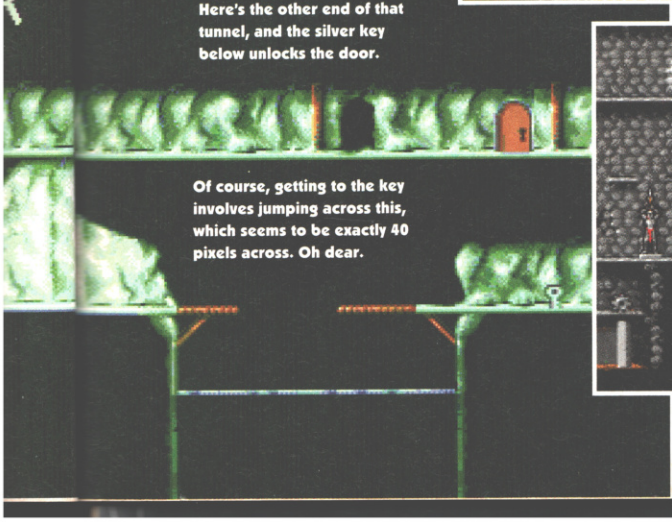
The bees move at random and hurt you. Great game feature, don't you think?



Bad boy grey gonks, nice red ones and instant deaths are all visible here. Can you spot them all?

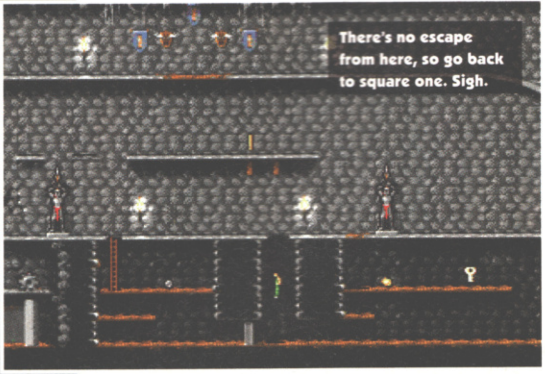


Try landing on a moving platform using the great 16 to 40 pixel jump system. It isn't at all easy.



Here's the other end of that tunnel, and the silver key below unlocks the door.

Of course, getting to the key involves jumping across this, which seems to be exactly 40 pixels across. Oh dear.



There's no escape from here, so go back to square one. Sigh.

UPPERS Good animation, colourful and varied backgrounds and loads and loads of levels that frequently give you a feeling of well being and smugness when you complete them.

DOWNERS Long and complex levels without restart points, so if you mess up, you've got to go through it all again, some of the most annoying music of all time, pointlessly small graphics, and hundreds of new, unusual and completely arbitrary points that either kill you instantly or trap you. Oh, and if you fall too far, it kills you. Great.

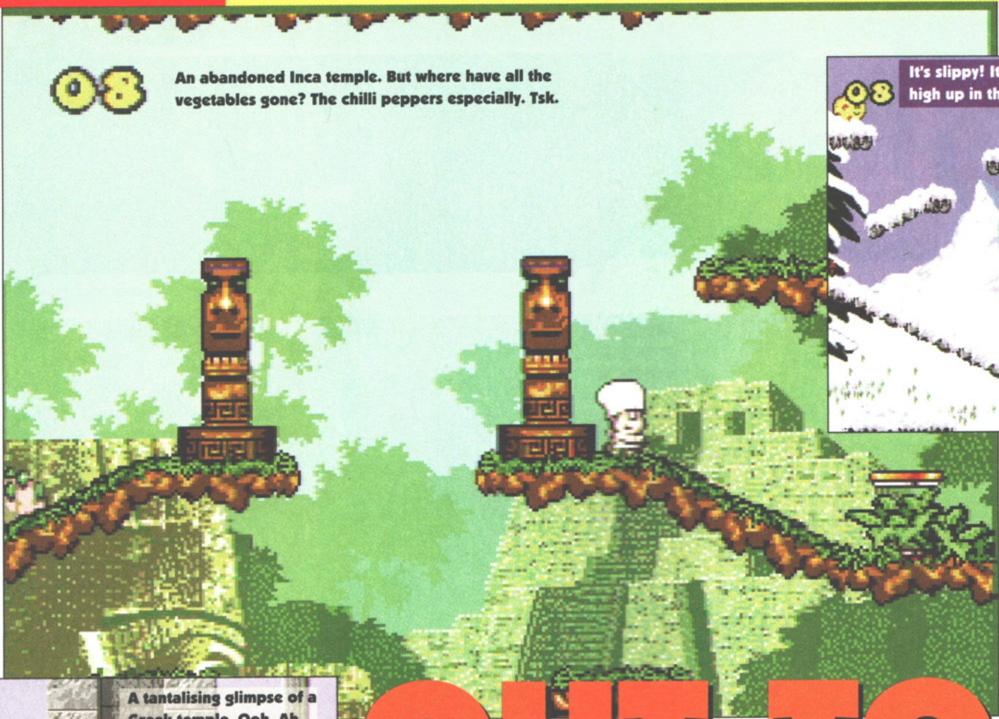
THE BOTTOM LINE

For every level that's fun to do, there's one that annoys the hell out of you, and for each Nice Touch in the game, there's a Bad Thing to go with it. More often than not, the silly things get in the way of enjoying the game, and if we ever do a Complete Control section on it, count me out.

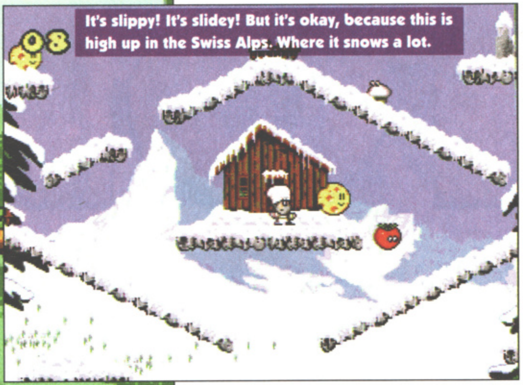
57 PERCENT

THE BOTTOM LINE

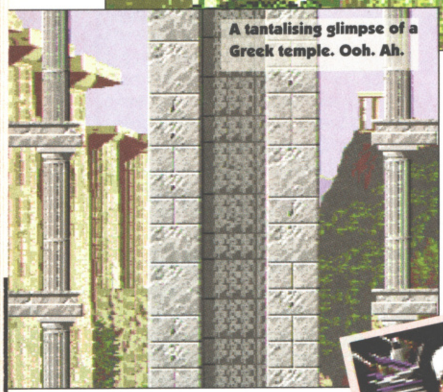
A1200 An altogether more expensive way to scream at your computer and pound your head against the TV in annoyance.



An abandoned Inca temple. But where have all the vegetables gone? The chilli peppers especially. Tsk.



It's slippy! It's slidey! But it's okay, because this is high up in the Swiss Alps. Where it snows a lot.


A tantalising glimpse of a Greek temple. Ooh. Ah.

OUT TO LUNCH

Bless his little wooden spoons.

Game: Out to Lunch
Runs on: A500, A600, A1200
Publisher: Mindscape
Authors: In-house
Price: £25.99
Release: Out now

I love Mindscape's cute platform game characters. Take Alfred Chicken, for example. Only don't, because I want to take him – take him home, that is, and look after him, and ensure no harm comes to him. With his big, frightened eyes and fine red comb, he's welcome to come round to tea anytime. And so's Pierre le Chef. (Except we wouldn't have chicken to eat, obviously.) After Alfred Chicken, he's my favourite game character in all the world, I've decided. He's really tiny with a huge hat and, although you can't see his face very clearly, he's got the cheekiest little smirk. *Out to Lunch* gets loads of marks simply for having him in it, and I hope very much that it's the start of a long-running series of Pierre games. (Then I could say that I was into him before he got famous.) (Except I'll still like him when he's famous.) (Obviously.)

But Pierre isn't all that *Out to Lunch* has got going for it. In common with a surprising number of this month's games, I played *Out to Lunch* on the SNES last year sometime, and thought it was great – really slick and neatly put together. And none of that has been lost in the journey to the Amiga.

The sprites are all a bit on the small side, but they're exceedingly finely detailed and animated. And for pieces of fruit 'n' veg, they've got incredibly expressive faces. Er, you see, the baddies in *Out to Lunch* are all ingredients for recipes Pierre is trying to put together – carrots, onions, potatoes, leeks, mushrooms, that sort of thing. They've escaped and gone on the rampage in countries all around the world, and Pierre's got to pursue them around the platform-filled levels, stun them (either by jumping on their heads or throwing bags of flour at them), ensnare them in his net and then lock them in a cage.

> "A rogue avocado temporarily reversed my controls"

ESCARGOT

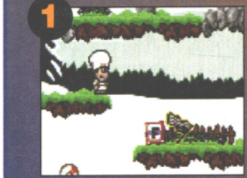
Complications include rogue ingredients who chase you about and try to kill you. Rotten potatoes, for example, swallow you whole, while evil tomatoes squirt ketchup at you. Worst of all is the Chef Noir, who'll appear from time to time and undo all your hard work by opening the cage and releasing all the vegetables in it. And the levels themselves include things like trampolines and teleporters to spice up the proceedings.

The levels are, as I said, spread all around the world, which means that not only does the scenery change, but the ingredients you're pursuing do too. In Switzerland, there's cheese with holes in. In Mexico there are chilli-peppers. In the West Indies there are pineapples. See? The music changes, too, ranging from accordion-sounding tunes in Paris to a fabulous steel-drum-based track in the West Indies. And before each level you're shown the flag of the country you're about to travel to, along with its name in huge letters. 'SWITZERLAND' for Switzerland, for example, or 'CHINA' for China. There's no mistaking them.

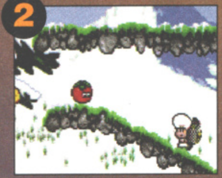
D'AVIGNON

Because *Out to Lunch* looks so lovely, and revolves around such an entertaining concept, it's possible to forgive it a lot. I didn't bat an eyelid when a rogue avocado temporarily reversed my controls, for instance. The fact that you can move straight through some walls and platforms, while other, identical ones block your progress was an irritation, but only a minor one. The password-entry screen which keeps missing your keypresses made me grit my teeth sightly, but no more. Pierre's tendency to keep falling, rather than jumping, off the edges of platforms barely registered an 'Nnngh'. The incredible rapidity with which I tended to suddenly lose all my lives without seemingly having done anything wrong can probably be put down to my gamesplaying inadequacy. Even the slippy-slidey ice worlds, occurring as they do at the upper reaches

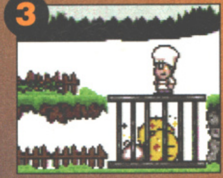
IN A NUTSHELL



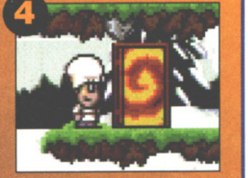
First, track down the net and the bag of flour.



Then head off in pursuit of those rascally foodstuffs.



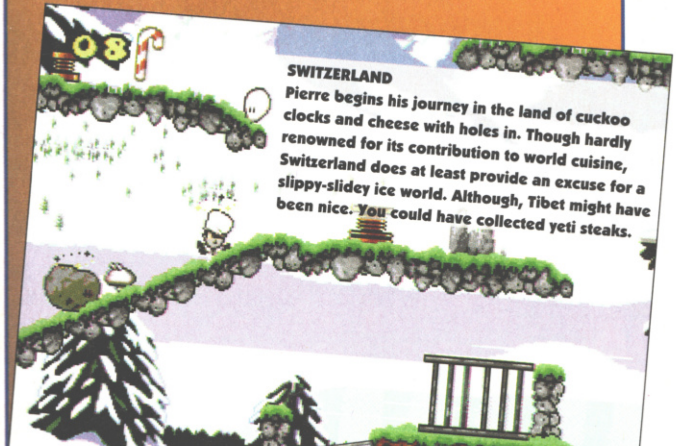
Deposit any you capture in this cage. There – ha.



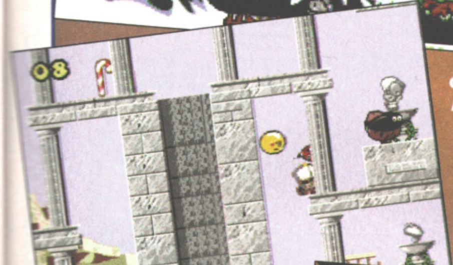
Eventually this portal to the next level will open.

INTERNATIONAL FLAVOUR

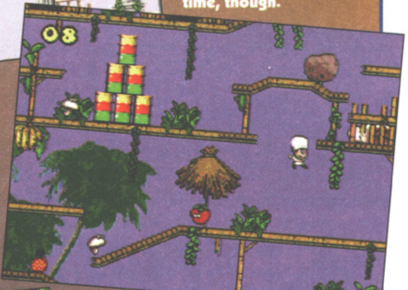
If you can't stand the heat, they say, get out of the kitchen. Which is just what Pierre le Chef has done. Although he's gone rather further than that, flying to six far-off countries in his attempts to round up ingredients. We wish him luck in his adventures.



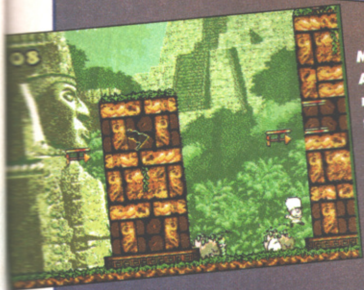
SWITZERLAND
Pierre begins his journey in the land of cuckoo clocks and cheese with holes in. Though hardly renowned for its contribution to world cuisine, Switzerland does at least provide an excuse for a slippy-slidey ice world. Although, Tibet might have been nice. You could have collected yeti steaks.



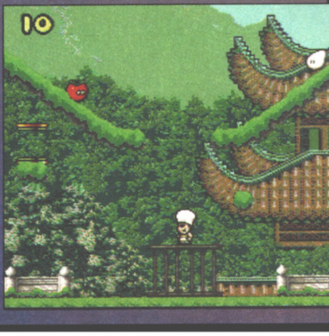
GREECE
Again, famous Greek dishes are tricky to recall. Kebabs, maybe, or moussaka. Or that squidgy stuff you dip celery in. Pierre seems to be having a nice time, though.



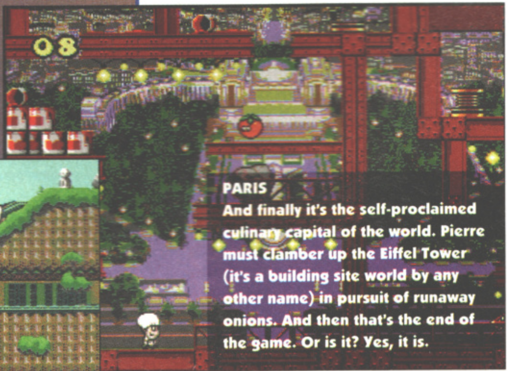
THE WEST INDIES
Hmm. Mainly just tropical fruit here, and coconuts – nothing you actually cook. Meanwhile, the sun beats down. You have to wonder whether Pierre isn't just in this for a free holiday.



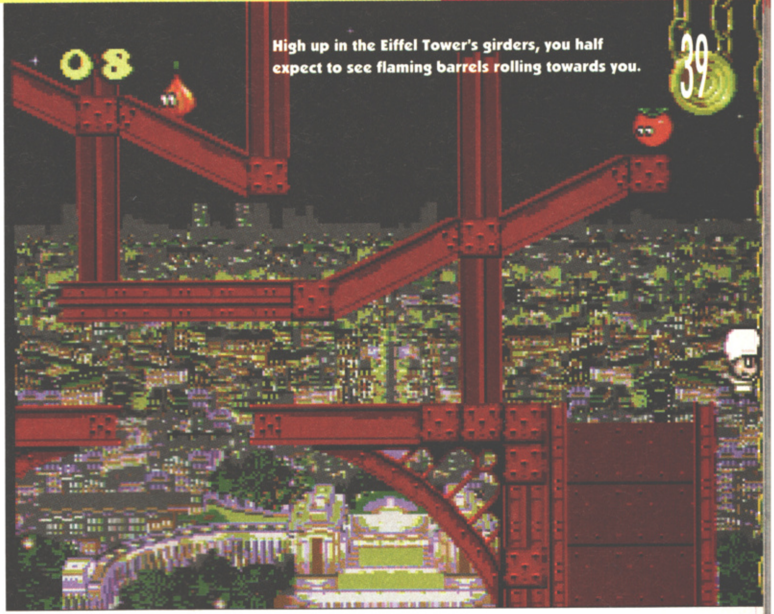
MEXICO
Ah – here we are, though. Mexico is responsible for some of the finest food in the world, including chilli con carné and tortilla chip. It still has a suspiciously nice climate, however, and Pierre's smirk gets broader as the sun gets higher in the sky.



CHINA
But then, China wouldn't be on my holiday short-list. And the land of student massacres and forced labour camps is overrated as far as food is concerned, too. Here Pierre must find lots of identical-tasting slimy vegetables, all drenched in soy sauce.



PARIS
And finally it's the self-proclaimed culinary capital of the world. Pierre must clamber up the Eiffel Tower (it's a building site world by any other name) in pursuit of runaway onions. And then that's the end of the game. Or is it? Yes, it is.



High up in the Eiffel Tower's girders, you half expect to see flaming barrels rolling towards you.

Swiss levels to represent snow on top of the mountains, seem perfectly legitimate when viewed in context. But other aspects of the game are less welcome, and together conspire to make you wonder whether vegetable-catching was such a great idea for a game after all.

PEUGEOT

It all just seems a bit, well, routine. Before you can start to round up the ingredients, you've got to go and find the net. This is usually lying around nearby somewhere, but you wonder why you couldn't just be holding it in the first place. Then you really need to find the flour-bags. And then, even when you've caught a load of things, you've still got to take them back to the cage. And *then*, all it needs is for the Chef Noir to appear and randomly let a load of them out again and you're back where you started, feeling a bit bored and frustrated.

Imagine playing *Bubble Bobble*, except you've got to find a bubble-thrower at the start of each level, and then carry all the baddies you catch to some sort of cute prison, and there's the imminent possibility that they might all suddenly escape causing you to have to start the level all over again. That's just what *Out to Lunch* is like.

Even so, though. Despite being flawed, *Out to Lunch* is still reasonably enjoyable. It's played against the clock, giving it a sense of urgency, and even though the layout of the levels is a bit samey, the contrast between different countries is enough of an incentive to keep you playing the game through to the end. (Passwords are sensibly provided between countries, rather than levels, easing you on your way while keeping the challenge alive.)

Yes. I like this. But it's not the most inspired piece of game design I've ever encountered. I wonder whether, without the Gallic presence of Pierre and his edible friends, *Out to Lunch* mightn't be in danger of having its toes lapped by waves on the shore of the Sea of Mediocrity.

● ***JONATHAN DAVIES***

▲ **UPPERS** A well-rounded, coherent feel, helped along by lovingly-designed graphics and fitting background music. And Pierre himself, though actually too small to make out clearly, is undoubtedly one of the most appealing characters ever created. If he ever opened a restaurant, I'd eat in it.

▼ **DOWNERS** Lurking beneath is a game that, while amusing enough to dabble in, lacks the simplicity and immediacy a true, hard-core arcade game really needs. There's an assortment of traditional platform game niggles and, the rather samey levels don't help.

THE BOTTOM LINE

Good, wholesome fun, but not ultimately as satisfying to play as it might have been. Tch. But still, eh? Vive Pierre!

76 PERCENT

THE BOTTOM LINE

A1200 On a 1200, the game is similar to the point of being, in fact, exactly the same. You should expect no better nor worse.

SUPER METHANE BROTHERS

Like everybody else, you've probably spent most of your life wanting to be a Rentokil operator. Here's your chance.

Game: Super Methane Brothers
Runs on: A500, A600, A1200, CD32
Publisher: Apache
Authors: In house
Price: £25.99, £29.99(CD)
Release: Out now

Every so often, a game turns up that really stumps the reviewer. He can't decide whether it's good, bad or indifferent. It can be a traumatic experience as you'll soon find out. After all, what do you think of someone when they dither and stumble and stutter when they're trying to make up their mind? You think they're a plonk, right? You wouldn't believe anything they said even if the truth of the matter loaded itself, cocked itself and shot you in the head at point blank range.

And that's the malady facing me now. It's draining my dopamine levels and flooding my brain with de-oxygenated serotonin. For the first time I can feel the full weight of game reviewing responsibility pressing on my shoulders. It's not a nice feeling, believe me. It's like waking up in the morning and staring your true self in the face and wilting in the radiance of Karmic Kaos.

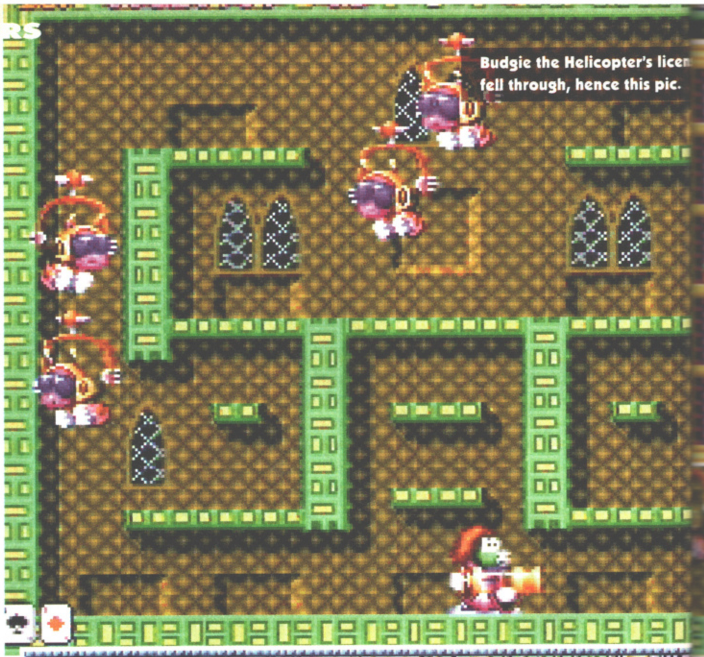
The majority of you trust us and, in my case, even if you've disagreed with everything I've ever said about every game I've reviewed in AP ever, at least you should still be able to gauge whether the game I'm reviewing is worth buying or not (well that's the theory anyway. Go on, shoot me down and prove me wrong).

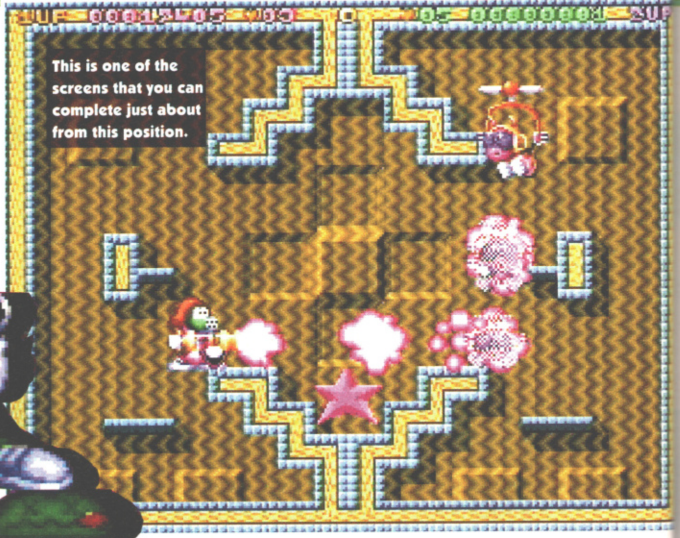
Of the few things that we at AP take a real pride in, the main one is our inability to be deflected by pressure from internal and external agencies. You know the kind of pressures I mean: software houses whooping and whinging; the advertising department griping; publishers bleating; readers ranting; inferior rival mags imitating and so on. Without trying to sound too unprofessional or cock-a-doodle-doo, it's only a few months ago that the whole AP team nearly got sacked for sticking to our guns over an internal misunderstanding; it was a bloody fight with no winners or losers *(We'd like to point out that if Steve says any more on this matter, he's fired. – Ed)* but other than that little snippet, I'm not saying any more on the matter, only that it was resolved and we're still here.

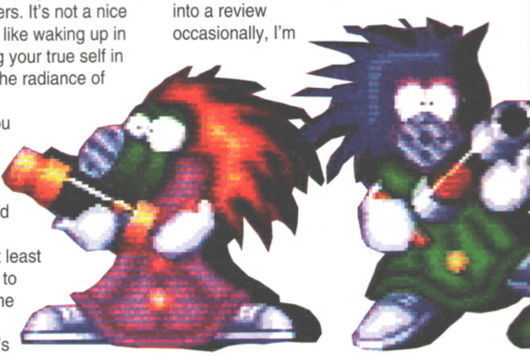
> "It was resolved and we're still here"

PRETENDER

Now don't get me wrong. There's nothing like a good fight to get me going (especially if it's with swords). But, and this is another of those big buts that I throw into a review occasionally, I'm


Budgie the Helicopter's licen fell through, hence this pic.


This is one of the screens that you can complete just about from this position.



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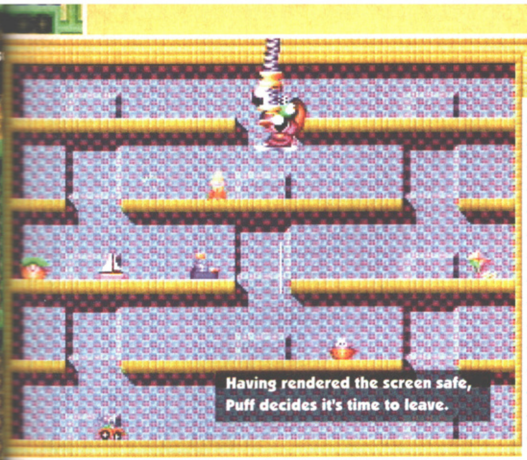
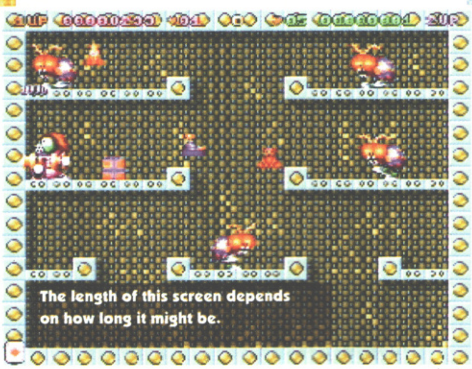
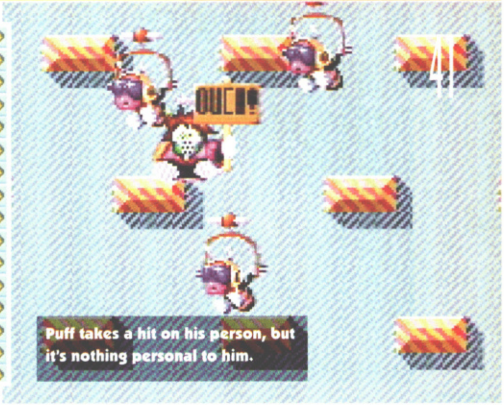
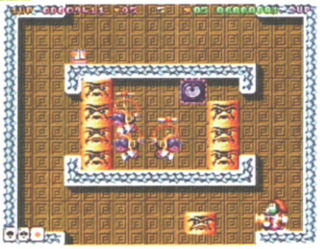

Having rendered the screen safe, Puff decides it's time to leave.


The length of this screen depends on how long it might be.



Puff takes a hit on his person, but it's nothing personal to him.


It looks easy, it plays easy, it's completed easily, in fact , this screen is easy.

only prepared to cross swords if I have the conviction of one hundred per cent belief in my assertion. And that's the crux of this whole argument. I still can't make up my mind about *Super Methane Brothers.* If *I* don't really believe what I'm saying about it, how can I expect *you* to believe me?

The short answer is, I can't. So this time, rather than launch into a diatribal invective or a scooshy praise be, I'll describe the game and outline the points that should make it sound interesting or boring. The rest is up to you. *(Hang on – 'Scooshy'? – Ed)*

Super Methane Brothers is an arcade-style platformer. In fact, it tries very hard to be the old arcade game *TumblePop*, only it doesn't quite make it. The action takes place a screen at a time, each screen consisting of a different design in terms of denizens, walls, power-ups, completion strategy and layout. So, in theory at least, there should be room to say that there's plenty of variety. Yet despite all that, after playing it for a while, it seemed to be pretty much the same all the way through, for screen after screen. It wasn't just me, either – due to my dilly dallying, I recruited quite a few reviewers from AP and other mags to express their opinions. I figured it would help me make up my mind. But no, no-one could convince me either way that it was crap or good. So it looks like there's more description in store.

There are 120 screens in all. Each has to be completed within a set time. If you don't manage that, a horrible minion appears (usually in the form of a clock monster) and tries to despatch you. You can still complete the screen, albeit with a bit more difficulty, but time gets really short. After another elapsed time period, another time minion appears and then you're done for for sure.

BLOW OUT

To complete a screen, you have to empty the screen of 'baddies'. You do this by puffing a cloud of methane gas at them. This envelops them in a cocoon-like shell. Once in this shell, they're vulnerable to being sucked into your gas gun. Incidentally, subjective fact fans, it looks a bit like an asthmatic child's applicator with a plunger at one end. Once in the gun, let the baddies out via a vertical surface and they break up into a confetti shower of bonus point icons. Let them out into the open air and they come back at you faster and meaner than before.

And that's all you do, basically. That's as in-depth as the gameplay gets. There's the odd moment of light relief

with bonus rooms where you run around against the clock and try to collect as many bonus icons as possible, but they only seem to be there to fulfil the obligatory bonus screen role. Once all the baddies have been dealt with you've finished the screen. Dispose of them quickly enough and you earn a bonus card. Earn four bonus cards and you're rewarded with a bonus life (you start off with seven lives and can obtain more through extra crediting).

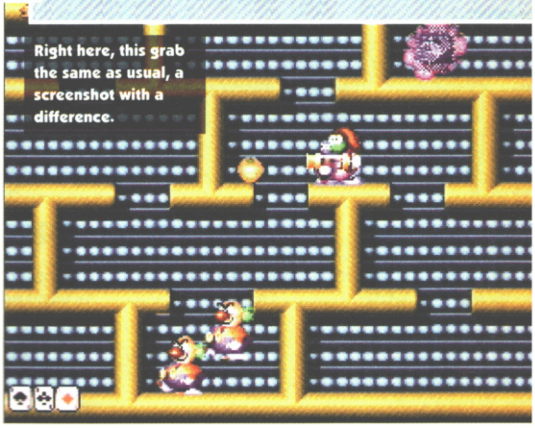
There're also four parts of a key to be collected (although, as of the time of writing, I've only managed to collect one part, around about level/screen 35). There are no start-up points or passwords, so when you get killed outright, you've got to plough through a whole load of screens which, by the time you've reached level 42, you could probably do in your sleep. Oh, and there's the option to play with a friend, but the screens, at least the earlier ones, don't seem to increase in difficulty from one player screens to two. So that's a bit of a let-down, really.

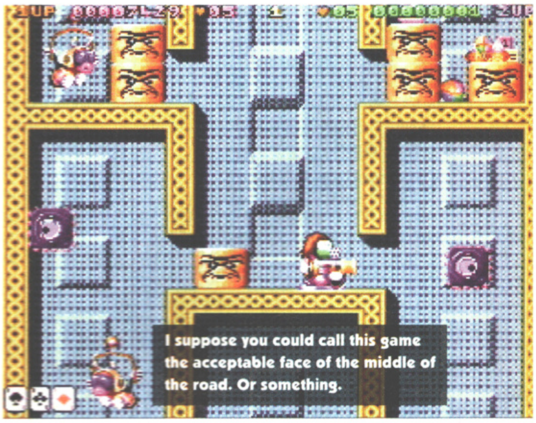
WASHED UP

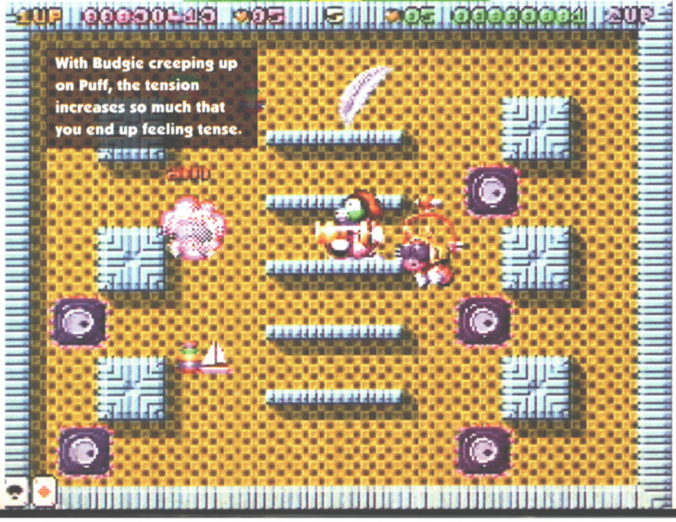
I'd like to say that there was much, much more, because I did feel ever so slightly, without too much emphasis on the ever, addicted – if only to see if I could reach the next screen. Not because I particularly wanted to see it, you understand.

See what I mean about being wishy washy and dilly dally? I still haven't made my mind up. It's a poor man's *Bubble Bobble* without the involvement. And that's just about the most controversial statement you're going to get out of me for this review.

● ***STEVE McGILL***


Right here, this grab the same as usual, a screenshot with a difference.


I suppose you could call this game the acceptable face of the middle of the road. Or something.


With Budgie creeping up on Puff, the tension increases so much that you end up feeling tense.

UPPERS Easy to pick up. Easy control. Lots of levels. Nice, but not twee, graphics and a tinkly bonk tune that Cam's been humming all day.

DOWNERS Shallow gameplay; each screen is different from the next but the game viewed as a whole seems incredibly samey.

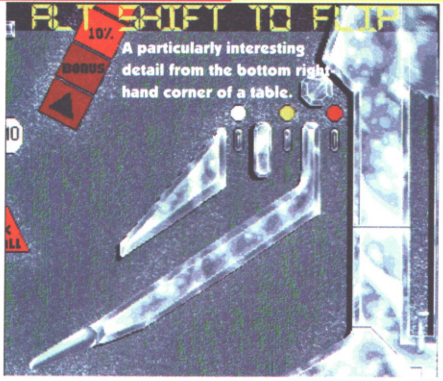
THE BOTTOM LINE

Do I really have to write a bottom line for a game that has caused so much doubt and hesitation in me?

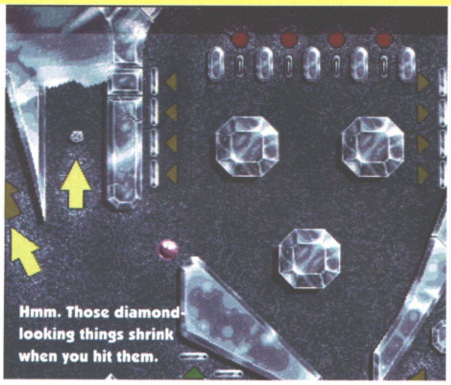
72 PERCENT

THE BOTTOM LINE

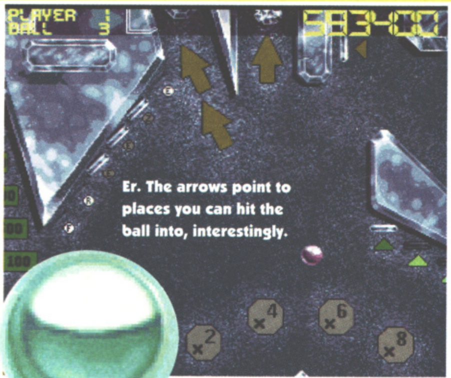
A1200 Get outta here.



A particularly interesting detail from the bottom right hand corner of a table.



Hmm. Those diamond-looking things shrink when you hit them.



Er. The arrows point to places you can hit the ball into, interestingly.

THE ULTIMATE

Those young ladies down there look like they've got better

Game: The Ultimate Pinball Quest
Runs on: A500, A600, A1200
Publisher: Infogrames
Authors: Interactivision
Price: £29.99
Release: Out now

Hmm. I dunno about this one. To me it just seems hopelessly dull and ill-conceived, but Steve Faragher has proclaimed it his favourite game of the month, and has been playing it almost continuously in conjunction with Richard Jones from off Amiga Format.

VOYEUR

I've watched them doing it, too, bouncing a ball around a series of largely empty screens as if life couldn't possibly get any more exciting.

"Ooh!" goes Steve, making use of the 'quirk' he's discovered whereby if you hold down the left flipper and fire off the ball, it goes straight up onto screen two. "Terrific stuff! I'm on screen three! Oh no – screen two again. Screen three! Screen four!" (Which is identical to screen one.) "Screen five!" (The same as screen 2 – there are actually just three screens on table one, each one repeated twenty times. The other two tables are rather more conventional.)

"You've just scored another 1,000,000," chips in Richard.

"Table six and – yes! – through the warp onto table ten!" cries Steve, rising from his chair enthusiastically.

The accordian-based background music grinds on relentlessly.

"Table eleven," points out Richard.

"Oh – table ten again. Table nine. Table eight." (The ball plunges downwards, unchecked by bumpers, ramps or any of the other things you'd expect to find in a proper pinball game.) "Table seven. Table six. Table five. Ooh – table six! Table five again. Table four. Three. Two. One. Oh."

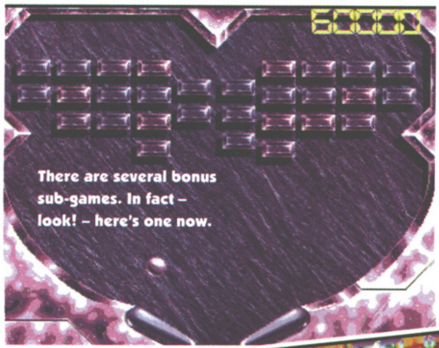
"My go." Richard fares similarly, although he does manage to make it as far as a bonus table in which a small skeleton caterpillar appears and crawls about on the screen for a bit. And then it's Steve's go again.

I don't understand. I like pinball games normally, but this one just seems crap – empty, repetitive and unexciting. Completely without virtue, in fact. So what do Steve and Richard find so rivetting about it? (They're playing it again now, in fact.)

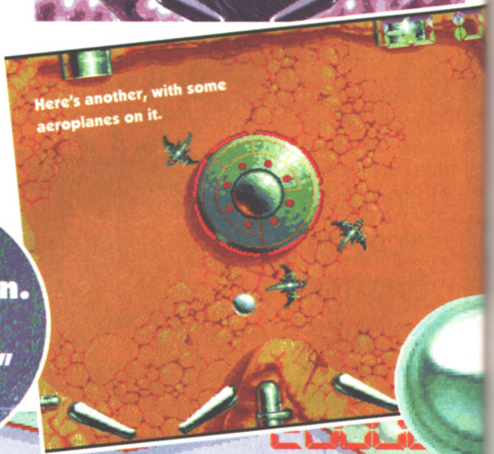
Perhaps it's the fantasy/adventure/quest element that so fascinates them. Play the game in Adventure Mode and a story supposedly unfolds as you go. It mainly seems to consist of pictures of almost-naked ladies standing on the screen with their chests puffed out, but the manual explains it thus:

FANTASY

"Relentlessly time trickles between our fingers and nothing, it seems, can ever stop it. But things were not always like this. As the sun Calypso

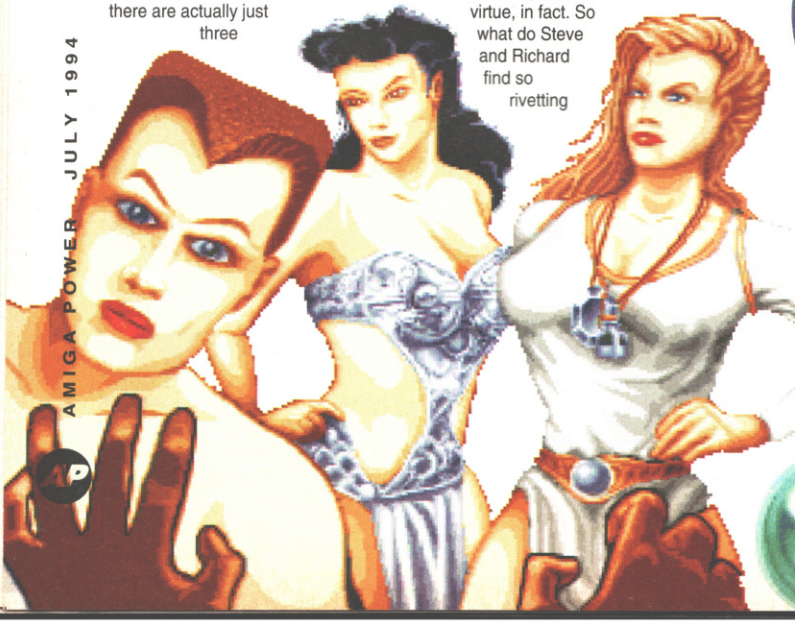


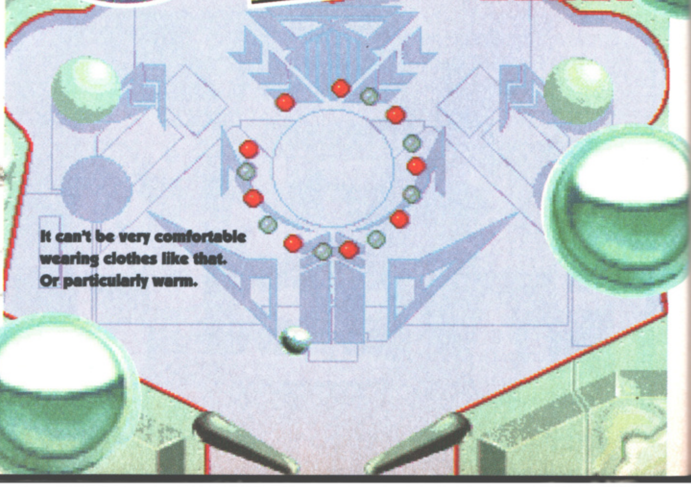
There are several bonus sub-games. In fact – look! – here's one now.



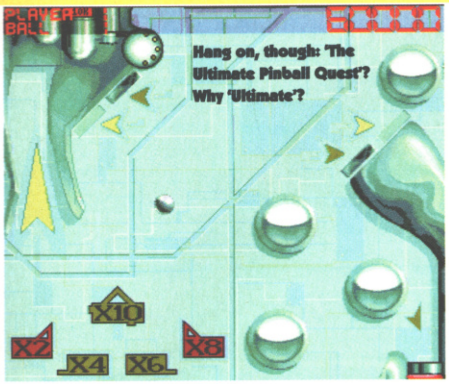
Here's another, with some aeroplanes on it.

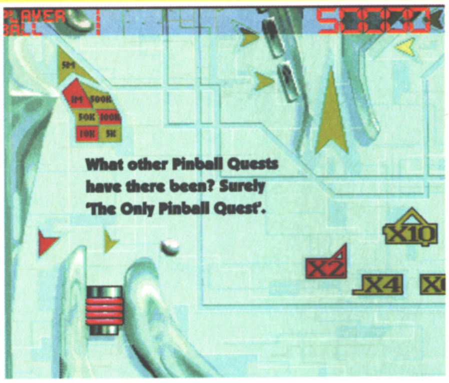
"Table seven. Table six. Table five."

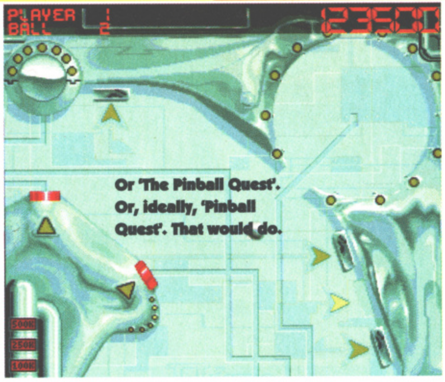




It can't be very comfortable wearing clothes like that. Or particularly warm.

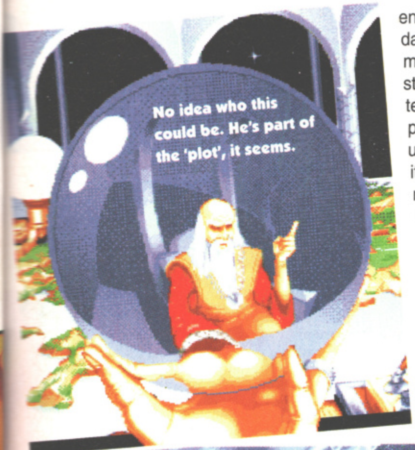

Hang on, though: 'The Ultimate Pinball Quest'? Why 'Ultimate'?


What other Pinball Quests have there been? Surely 'The Only Pinball Quest'.


Or 'The Pinball Quest'. Or, ideally, 'Pinball Quest'. That would do.

PINBALL QUEST

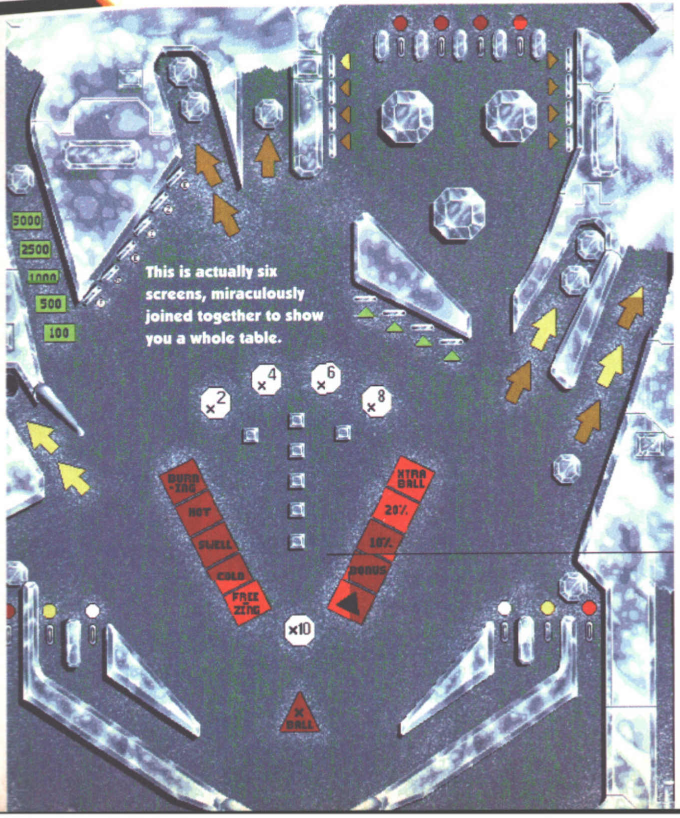
things to think about than pinball. Wagnerian harmony, for example.


No idea who this could be. He's part of the 'plot', it seems.

entered its third zenith, the three daughters of the river, who were mistresses of all destinies, decided to steal the 6 elements of life ensuring the temporal and ecological balance of the planet. Immediately the galaxy underwent major upheavals... fear and its hideous face gripped the souls... die rather than surrender... six symbols of life..." etc.

The idea of a pinball game that tells a story as you clock up the points is a neat one, but in practice it just seems to involve getting stuck on the first table for ages while occasionally looking at rude pictures.

So what you tend to end up doing is putting it in Arcade Mode, which is the same, only without the pictures, and you get to choose which of the three tables you play on, and other players can join in. But then *Pinball Quest* is slap bang up against *Pinball Dreams/Fantasies*, and it comes out of it with nasty split lip and a nose-bleed.


This is actually six screens, miraculously joined together to show you a whole table.

BARFLY

Admittedly there's nothing wrong with the way the ball bounces around. It's fast, and slick, and seems to go in all the right directions when it hits things. The flippers seems a bit short, though, so it's always going down between them. Another good thing is the way *Pinball Quest* takes advantage of the fact that it's running on a computer, giving you bonus screens and things flying about that simply wouldn't be possible on an ordinary, real-life pinball table, in a pub.

But at the same time, it seems to miss out so much. There's hardly anything to bash the ball into – points are generally scored by rolling the ball over special bits of the screen. That means you have to hack away relentlessly at the ball with the flippers, trying to get it to do something interesting. In proper pinball, on the other hand, the ball occasionally shoots off on its own, bouncing about all over the place and clocking up millions of points, while you stand there helplessly (but happily) waiting for it to return to your control.

And 'features' are noticeably thin on the ground. There are a few things you can hit the ball into and it pops out again a couple of seconds later. You can 'tilt'. And there are bits where you've got to light up a whole set of things to get some points. But that's really it. No multi-ball. No ramps that you can go up. No huge things that light up and make funny noises if you hit them hard enough.

Only three tables, too. And they're not even particularly big ones (bonus screens excepted). You'd expect a game that comes on three disks, with the words 'Ultimate' and 'Quest' in its title, to be pretty enormous. But no.

What's really missing from *Pinball Quest*, though, is any sort of real pinball atmosphere. The hooters and sirens and thuds and clanks and flashing lights that should be there aren't, and instead we're given a bit of fantasy nonsense and some accordian music. (There don't even seem to be any sound effects if you play it on an A600.) Plus, when it's accessing the disk (which it does too often for comfort), the screen goes black and it writes 'LOADING' on the screen. And then, while it's decrunching whatever it's just loaded, it gets rid of the 'LOADING' and writes 'PLEASE WAIT'. Gnuk.

So, er, sorry. This should have been good, but is merely average. Steve can write an On The Other Hand box if he wants. *(No thanks Jonathan, I'm bored of it now. – Steve)*

● ***JONATHAN DAVIES***

▲ **UPPERS** An intriguing concept. Not-too-bad graphics. Mechanically sound, with balls that move around in a convincing fashion. Smooth scrolling. Oh yes.

▼ **DOWNERS** The 'Quest' bit doesn't really work. Not enough to it. A lack of atmosphere and excitement. Repetitive. Impenetrable front-end menus. Much better pinball games to be had. Generally not very good.

THE BOTTOM LINE

Pinball games have to be put together very carefully if they're going to work, and this just doesn't seem to have been. It bored me, frankly. Hang on for *Pinball Illusions* to come out in the autumn.

61 PERCENT

THE BOTTOM LINE

A1200 The same. Except! Oddly, running the game on a 1200 seems to be the only way to get any sound effects.

BANSHEE

Banshee *n.* a female spirit whose wailing warns of impending death. Apparently.

Game: Banshee
Runs on: A1200
Publisher: Core Design
Author: In House
Price: £25.99
Release: Out Now

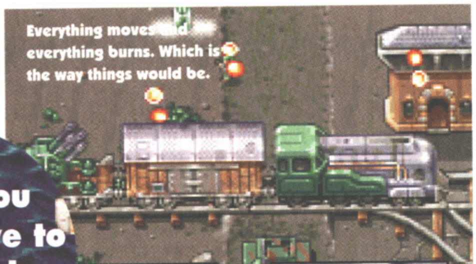
Suzie from Core Design brought *Banshee* down to the AP office the other day. Steve M and I plugged in joysticks and blasted our way through until we got to the Arctic zone, and we both simultaneously spotted a polar bear making its way peaceably across the frozen wastes. Seconds later, we'd poured hundreds of rounds, a few bombs and a couple of missiles into it, and this noble beast of the tundra was lying on its back in a pool of blood, the vivid crimson standing out on the pure white of the snow. Even though it was her game, Suzie looked shocked. "Ahh, you didn't have to do that," she cried, tears brimming in her eyes. We looked at her. That's where you're wrong, we both thought. We had to do it. We HAD to. *Banshee* made us do it.

BEAN

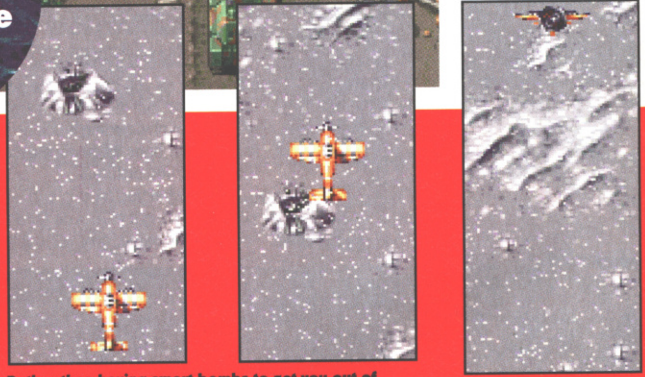
Banshee's all about shooting things. Shooting anything, in fact. We've seen this sort of thing a million times before, of course, from most SEUCK games to the excellent arcade blaster *1942*, but it's rare for one to look this good. Yeah, I know, we're always going on about how gameplay's far more important than graphics, and it's true, but when you're looking at a genre of games as limiting as the vertically-scrolling shoot-'em-up, it's attention to detail that counts, and this one's dripping with tiny animations that you only notice after you've played a level a few times. The detail in it's incredible, but I'll hold off wowing about it for a few paragraphs.

The game, then. Well, it's four levels and it's all about getting rid of some invading alien nasties. Since the baddies are siding with the alien scum, there's no need to feel guilty about killing them, so

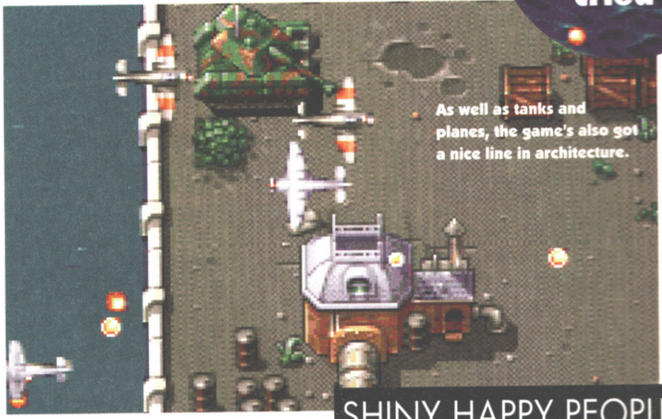
> "Ahh, you didn't have to do that, she cried"



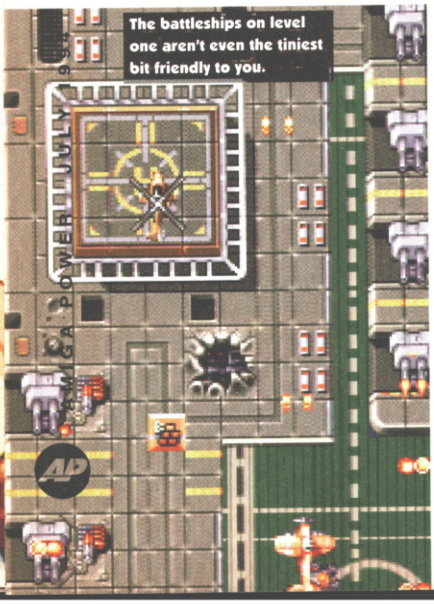
Everything moves and everything burns. Which is the way things would be.



Rather than having smart bombs to get you out of danger, you've got a limited number of animated loops which send you above all the danger and stuff.

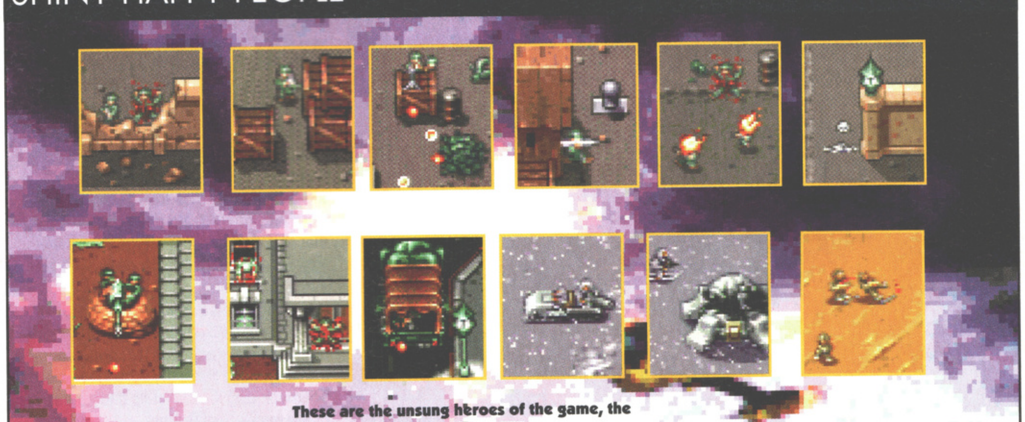


As well as tanks and planes, the game's also got a nice line in architecture.

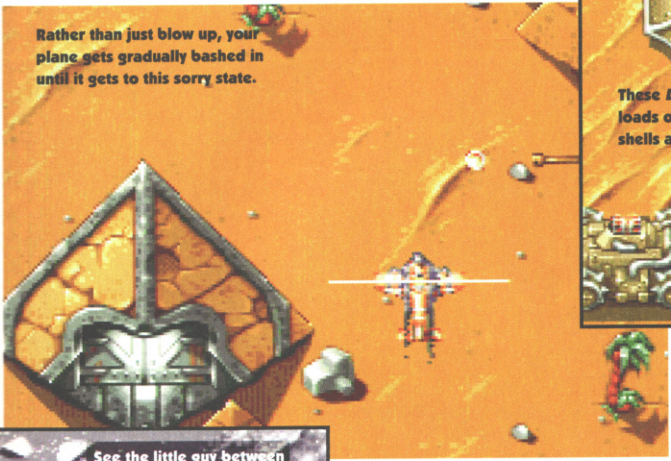


The battleships on level one aren't even the tiniest bit friendly to you.

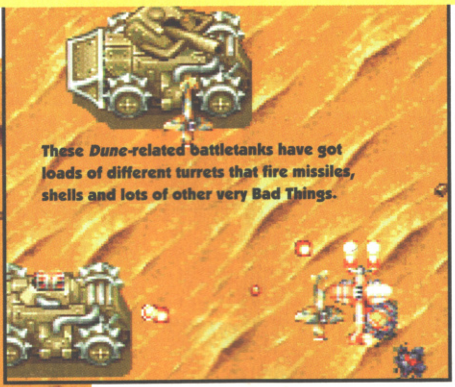
SHINY HAPPY PEOPLE



These are the unsung heroes of the game, the thousands of troops who scurry around and get blown apart or drilled full of holes in front of your eyes. They do it all for you. Little blokes – we salute you.

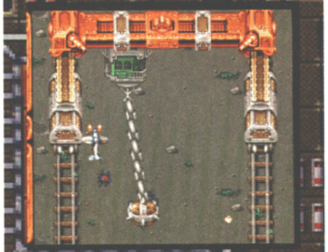


Rather than just blow up, your plane gets gradually bashed in until it gets to this sorry state.

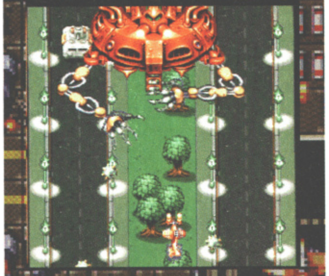


These *Dune*-related battletanks have got loads of different turrets that fire missiles, shells and lots of other very Bad Things.

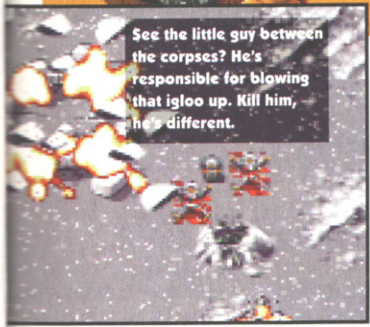
DON'T BOSS ME



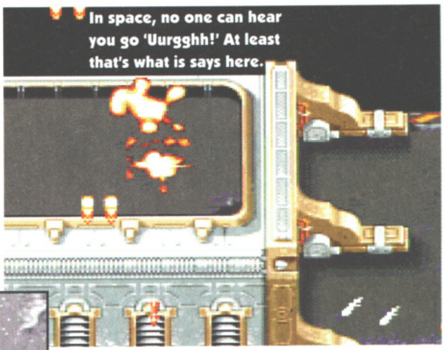
Having alien invaders means you can have bosses like this one...



... or this one for that matter. They're big, nasty and very hard.



See the little guy between the corpses? He's responsible for blowing that igloo up. Kill him, he's different.



In space, no one can hear you go 'Uurgghh!' At least that's what is says here.

that's all right then. Four levels might not sound like much, but they're massive and variable and in many cases you're getting three or more scenery changes without a disk change, so hoorah for that.

A second player can join in at any time, so you can always let the best player battle through the first few bits. Blasting certain objects (you soon find out which ones) releases power-ups which you can change by shooting them. Usually you get the option of an offensive power up, a defensive one and some points, so it's up to you whether you repair your shield or go for more firepower. This means that at the same point in two separate games, a single player could have no extra weapons, or two players could be fully-armed.

SIDHE

Bearing in mind this wide range of possibilities, the programmers have done a pretty good job of balancing the game out, although there're still some points (especially in two-player games) when you outgun the baddies totally.

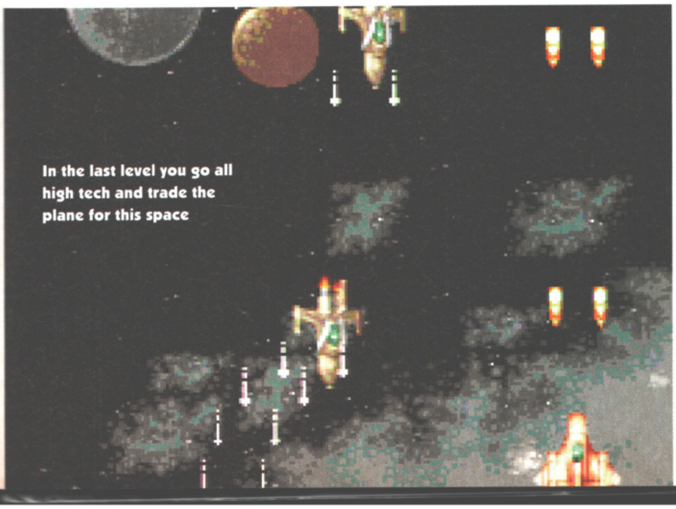
You can't just rely on getting bigger guns, though, because power-ups tend to come in clumps during heavy action, so there's a good chance of missing them as they drift off the screen. The game area's about one-and-a-half screens wide, which looks great and works well, as it means that you can sometimes skirt round hot spots like battleships or buildings. The standard shoot-'em-up technique of wiggling around the screen with the fire button taped down won't always work either, as there are things like towers and bridges to avoid, and even rock slides to dodge. And that's before you take all of the baddies into account.

FAIRIES

And there are hundreds of 'em, from foot soldiers to motorcycles to gangster limos and tanks. The air's full of planes, balloons, parachutists and helicopters, the seas are chocka with boats and subs, and the land's crawling with hostiles, and each and every one of them is drawn in loving detail. There's none of this generic baddy nonsense here, no way. The snow levels have skidoos, skiers and soldiers in little furry parkas, while all the troops are in desert camouflage in the, um, desert and plain old khakis for that all-important around-town combat.

The detail of the thing... Well, where do you start? If you shoot up a phone box, blood drains out of it. If you nail a parachutist, his 'chute crumples and he splats on the ground. The tarpaulin at the back of trucks is lifted to reveal troops, and then the interior's lit by their gun flashes. Eskimos furtively look around before detonating their igloos, but only if you don't blow them away first. Train carriages marked 'Danger' go off with such a whump that the screen whites out, and you actually see soldiers popping up from behind walls rather than just appearing. The graphic artists worked overtime on this one.

There also seem to be two levels of weather over the action, so from time to time you find yourself flying through drifting fog, driving rain or blustery snow. Having two levels means that the rain or snow can fall in two directions, which gives a realistic effect that also looks jolly nice.



In the last level you go all high tech and trade the plane for this space

PUNCH

Banshee's hard enough to be challenging, but you always get that extra bit further. The relentless blasting's all a bit one track, but throwing tall buildings into your path forces you to think a little, so it's not entirely mindless. Mostly mindless, but not quite entirely.

The only things I don't like are the end-of-level bosses, but that's really a problem with me as there's nothing I hate more than battling though a level only to meet a swift and seemingly pointless death at the hands of a rock-hard boss monster. And of course, the entire thing looks beautiful. Or did I already mention that a couple of times?

● ***CAM WINSTANLEY***

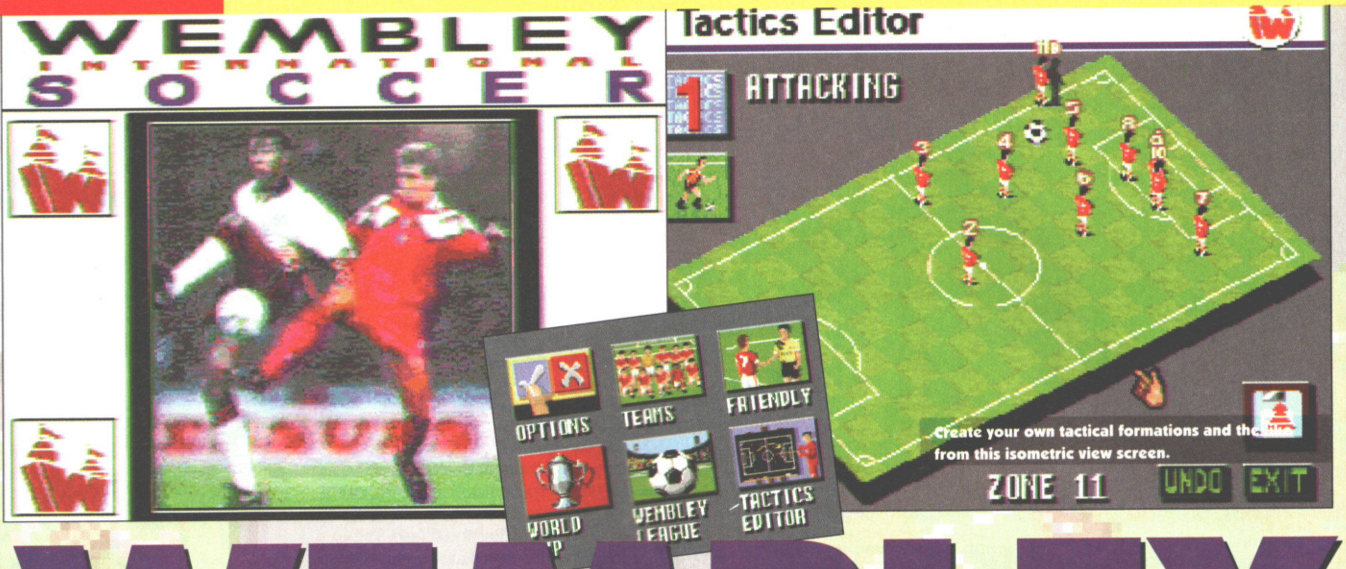
▲ **UPPERS** Cleverly thought-out, and genuinely funny in parts. Hard, smooth, great to look at and NO MUSIC to detract from the gunfire and moans of the dying. The absence of crappy music is worth at least 10%.

▼ **DOWNERS** As with any shoot-'em-up, the gameplay's repetitive, but if you're thinking of buying this, you'll already know what to expect.

THE BOTTOM LINE

Well, it's certainly no mental challenge, but frankly that's half the fun. *Banshee*'s just a good, honest, rip-roaring, barnstorming powerhouse of a blast-'em-up, which is all it ever tries to be. Take out your brain and put it to one side. Tweak your reaction glands to maximum response, and just get shooting.

89 PERCENT


WEMBLEY
INTERNATIONAL
SOCCER
Tactics Editor
1 ATTACKING
OPTIONS
TEAMS
FRIENDLY
WORLD CUP
WEMBLEY LEAGUE
TACTICS EDITOR
ZONE 11
UNDO
EXIT

Create your own tactical formations and the like from this isometric view screen.

WEMBLEY INTERNATIONAL SOCCER

Have you noticed how England never lose at Wembley?

It's not until you've been a follower of football and computer football games for a while that you realise their historical importance. Take my home team Kilmarnock. *(Gngh. – Ed)* This year they reached the semi-final of the Scottish Cup for the first time in twenty years – a landmark in the club's history.

KEEPER

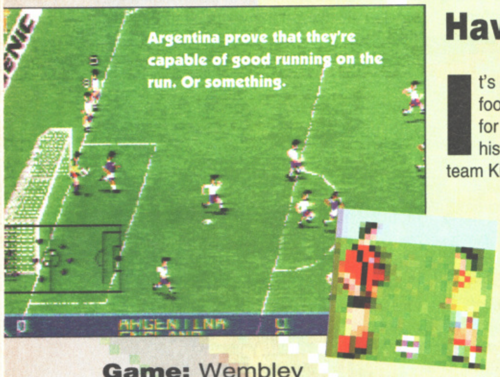
If you read last month's AP, you'll already know that we were up against Scottish Champions and European Challengers, Glasgow 'dirty stinking hun' Rangers. On the fateful day of the semi-final, we forced a replay. I felt so proud of Kilmarnock that I stayed over in Scotland to catch the next match. Now, I don't mind if we get beaten fairly and squarely in any game. Sickeningly though, in the replay, Rangers were awarded a non-goal as a goal – the equaliser. Consequently, our game fell apart for the next ten minutes. Rangers took full advantage of the demoralising situation and scored the winning goal of the game. Hearteningly, Kilmarnock's play picked up from that major setback. They pressured and harried the huns for the duration of the match. In the end, it was to no avail, but at least they tried. They played with one hundred percent conviction and even more heart; it very nearly paid off, too. Despite the extreme disappointment at the result, all of the Killie supporters who went home that night felt proud of the team for their effort and commitment.

Killie's manager, Tommy Burns, is the first to admit that our players aren't as good as Rangers' players. Just like Tommy Burns, Jeremy Wellard, the Project Manager of Audiogenic, admitted that *Wembley International Soccer* isn't as good as *Sensible Soccer* – the game with which every other soccer game on the Amiga and, indeed, any system is inevitably compared. But, just as with the Kilmarnock/Rangers situation, that doesn't stop *WIS* having some star features which make it more than capable of challenging and beating *Sensi.*

> **"And the effort has really paid off"**

HOOF

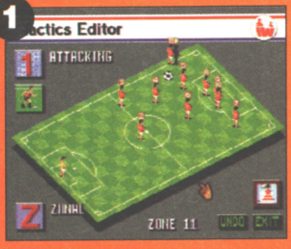
The first of these features, and the one that made me literally just about almost beg Jonathan to give the review two pages on the flat plan, rather than the allotted one page, is the inclusion of some code



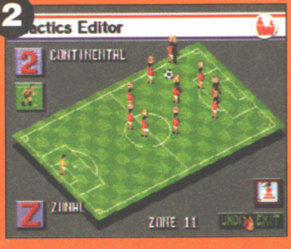
Argentina prove that they're capable of good running on the run. Or something.

Game: Wembley International Soccer
Runs on: CD32, A1200
Publisher: Audiogenic
Authors: Graham Blighe, Richard Smith and Herman Serrano
Price: £25.99
Release: Out now

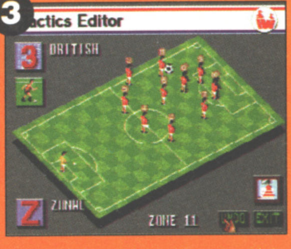
TIC TACS FOR TACTICS

1

Tactics Editor
1 ATTACKING
Z ZINAL
ZONE 11
UNDO
EXIT

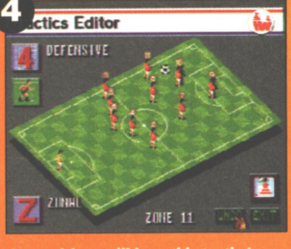
Surround the keeper and then put the boot in. That's attacking.

2

Tactics Editor
2 CONTINENTAL
Z ZINAL
ZONE 11
UNDO
EXIT

These tactics include pretending you've been fouled and spitting.

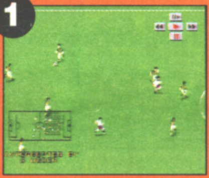
3

Tactics Editor
3 BRITISH
Z ZINAL
ZONE 11
UNDO
EXIT

Whereas the British believe that kick and chase is the true path.

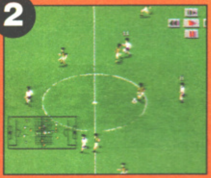
4

Tactics Editor
4 DEFENSIVE
Z ZINAL
ZONE 11
UNDO
EXIT

Arsenal fans will love this tactic 'cos Arsenal are boring.

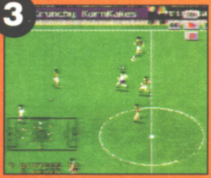
THOSE ONE-TOUCH HIGHLIGHTS IN ALL THEIR GLORY



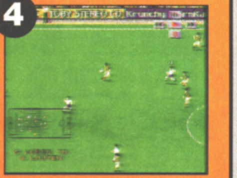
S Weber intercepts the ball on the half-way line.



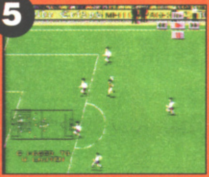
He makes some space for himself in order to pass.



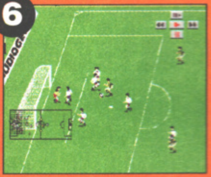
He's three pictures in and still no penetration.



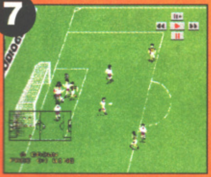
Suddenly, the ball gets touched over to Lauten.



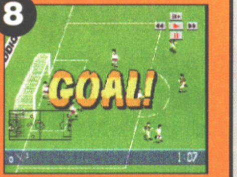
Who one-volleys the ball up the field.



The touch on with the head results in the above.



The ball is dribbled into the bye-kick area.



Resulting in the ball being booted into the net.

that lets the A1200 make full use of the CD32 controller. Yes, that's right, I can hardly believe it myself. Even the game's chief programmer told them it couldn't be done. Every single button on the CD32 pad is made use of by this game. It's quite literally more astounding than something that's astonishing: the extra button availability opens up a world of fantastic potential. *(Steve, calm down. – Ed)*

WINGER

Let's deal with each button in turn. The cursor pad fulfils its statutory obligations, ie, it controls the direction you send your players in. The big red button is your shooting, tackling and heading control. Shooting is similar in style to *Kick Off*, so the longer you hold the button down, the greater the strength of the shot on release. Slide tackling takes place if you're not in possession of the ball and you use the button while moving. The last function of the red button, heading and volleying, is achieved through some dextrous, well-timed, nimble-fingeredness, and can result in some particularly fine goals if it's executed properly.

The blue button implements a function somewhat ridiculously known as 'ping' passing. Now, the thing with ping passing is that it allows you to play a very accurate, flowing passing game. The man you're going to pass to appears in a little window, affording you extra visibility to gauge where he is on the pitch and whether or not he's in a good position to pick up the pass. Provided you're pleased with his present position, a quick tap on the blue button will send the ball hurtling in his direction.

The yellow button changes the view from a top-down plan view à la *Sensi* and *Kick Off* to a side view much like *John Barnes Football*. Whichever view you opt to use (the top-down view, admittedly, doesn't work too well), there's also the obligatory transparent map like the one from *Kick Off* to let you gauge the positions of players on the field.

CROSS

The green button is similar to 'ping' passing except that you can choose just about any player on the field to pass to. This is achieved by moving a little direction arrow which appears above the player in possession's head. Intelligent use of this button will allow you to catch the opposition on the hop.

Those are the main control buttons. The shoulder buttons and the pause button are also used in a peripheral fashion: for replays, pause (surprisingly enough), and for speeding up those dead-ball situations.

Don't think from all this cock-a-hooping that the game isn't any good using a normal joystick. It is. It's just that the mechanics are a little trickier to get to grips with – at the time of writing, I'm still trying very hard to get the hang of one-touch passing.

There are plenty of game options, too. Varying from bog-standard choices such as referees, type of pitch surface and wind strength, to the incredibly helpful style-of-play tactic choice. You can opt for a British style, ie, hoof the ball and chase after it, or a continental passing game, or any one of the three other styles on offer. You can even customise your own set of tactics so that, as soon as you've familiarised yourself with the passing routine, you can fine-tune your footballing skills.

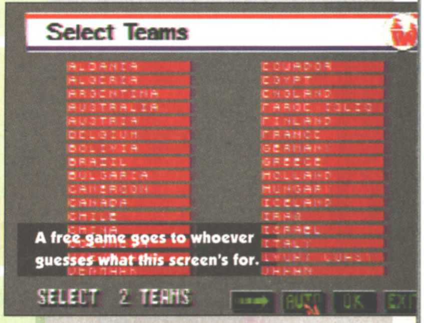
The biggest criticism that *WIS* leaves itself open to is that of speed. If the pitch was larger and the players moved faster, this game would be nigh-on perfect. As it stands, it looks and feels as if the players are being held back by an invisible magnet, giving the impression that the footballers are running on the spot while moving (if that makes any sort of sense to you). That obstacle is something, I'm sure, Audiogenic can and will improve on with future footy game releases. I certainly hope they do. They're onto a real winner if they manage it.

GOAL

It's obvious from playing *WIS* that an incredible amount of thought has gone into the playability and entertainment stakes. Both Jeremy Wellard and Neall Campbell (Audiogenic's playtester) are true enthusiasts who really believe in the games they're helping to create. And the effort has really paid off.

Just like Kilmarnock FC, *Wembley International Soccer* has a lot of heart and commitment behind it. The use of all the buttons on the CD32 controller is nothing short of a historical landmark, and one that we hope to see other lots of other software houses pick up on in the near future. What's more, *WIS* is capable of some upbeat play, and that's got to be better than a good thing.

● ***STEVE McGILL***



A free game goes to whoever guesses what this screen's for.

UPPERS The CD32 controller option on the A1200. It closes the embarrassing gap that lies between the Amiga and the consoles. The moves and goals that can be strung together. The playability. The potential on offer.

DOWNERS Sluggish movement and player animation. The windows that pop up when stringing passes together can block your opponent's view of his players. Neall supports Glasgow Rangers (boo, hiss).

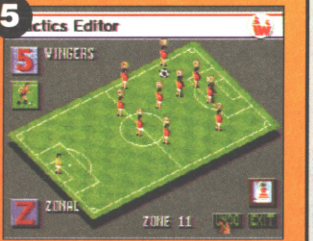
THE BOTTOM LINE

If you only have a normal joystick to hand, subtract five per cent from the final score. Meeting Jeremy and Neall made me feel proud that there are people like them around who are innovative and imaginative enough to try something new. Excellent stuff, guys.

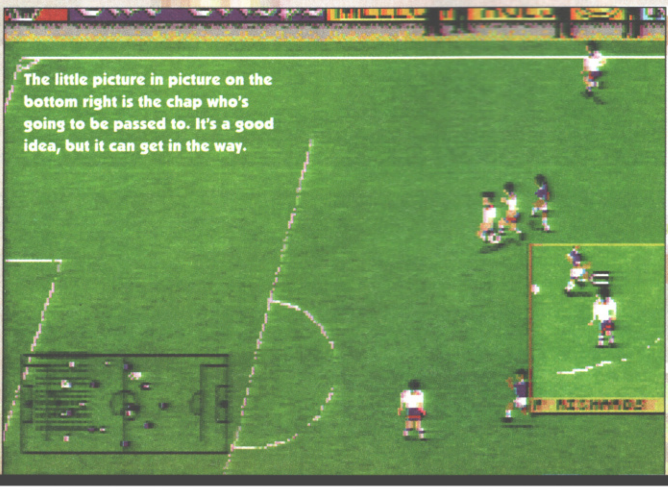
85 PERCENT

THE BOTTOM LINE

A1200 The same, only not as much fun unless you happen to have a CD32 controller knocking around.



Sean McSkimming of Killie is best when playing on the left wing.



The little picture in picture on the bottom right is the chap who's going to be passed to. It's a good idea, but it can get in the way.

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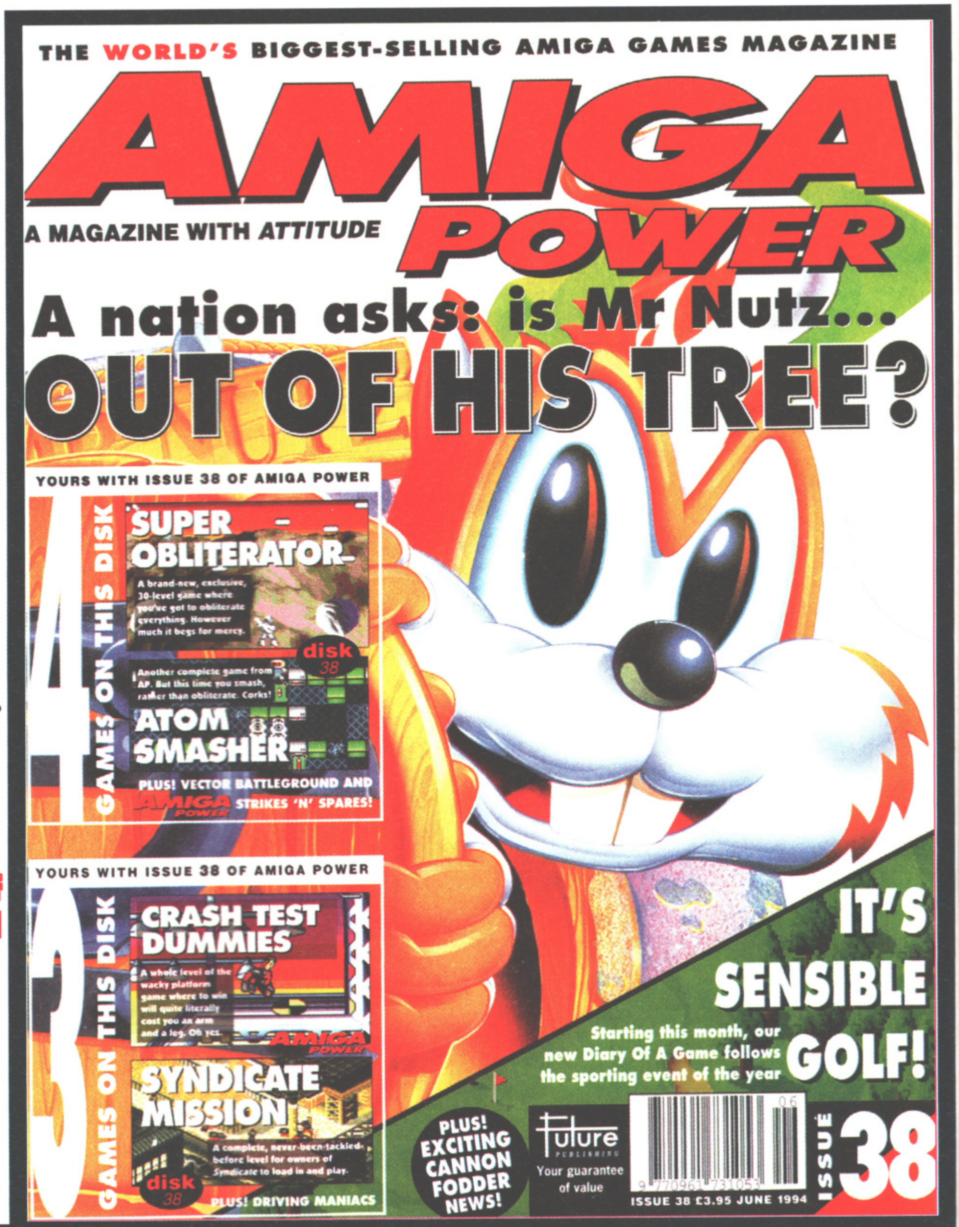
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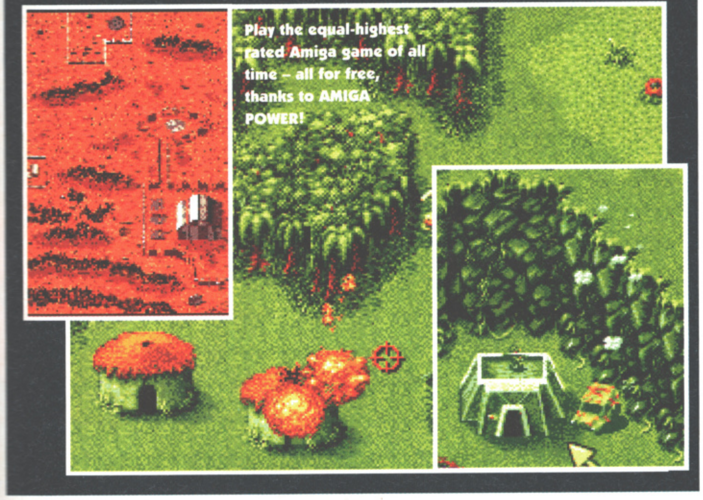

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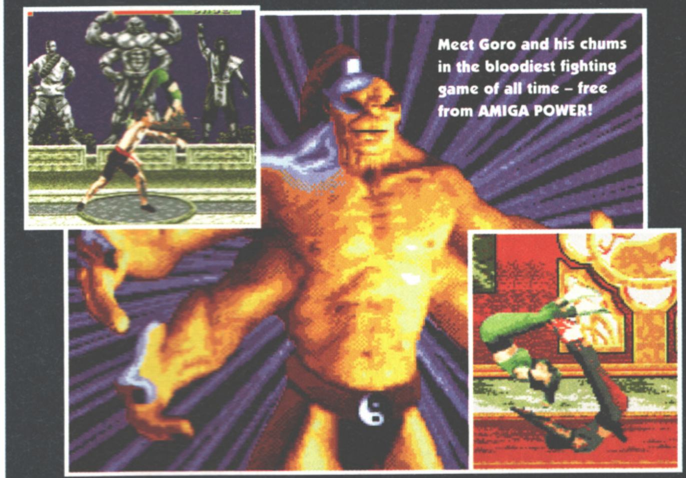

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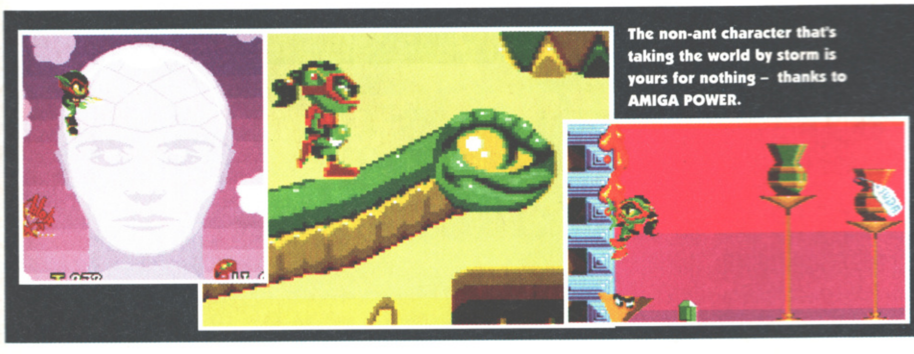

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Split off one man without weapons to take out the snipers (1). This may seem a mean thing to do, but as long as you KEEP MOVING, he'll be fine. Leave him near the second hut (2) and then bring up the others, bombing both huts as you pass.

Switch to rockets and cross the water at the right of the map, targetting the next sniper (3) as

32 The OFFICIAL CANNON FODDER Playing Guide

MISSION 6 PHASE 2

Wander down to the small cliff, then split the team. Send one squad over to the hut (1) but make sure that it's between you and the sniper. The sniper will blast the hut for you, then you lob a grenade over the hut to take him out – simple.

Send the other squad down to the helipad (2) and blow the fence open so you can get to the grenades. Go down the narrow path and shoot the sniper on the roof (3) before bombing the hut (4) and blowing the fence open so you can get through. There's some extra rockets (5) but they're hard to get to and you don't really need them, so head over to the houses and just blast the door off (6) to finish the level. This is quite easy as long as you don't bomb the fence, because it keeps the grunts contained within the compound and easy to kill.

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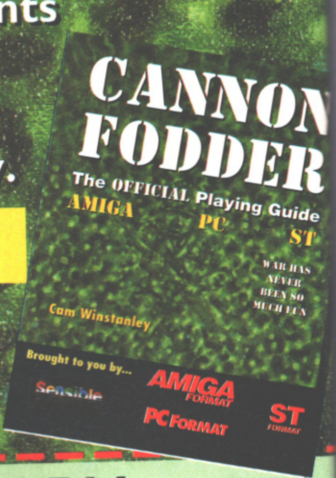

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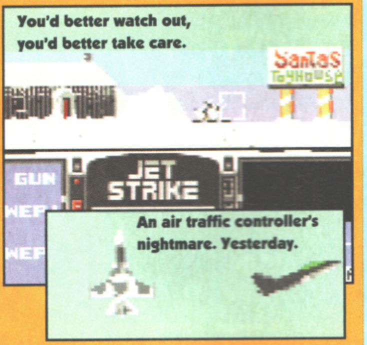
COMPLETE CONTROL

What the hell were the more tip-minded AMIGA POWER readers thinking of this month? Only one man had the guts to find out, Rich Pelley, who once again presents the cream of what's hot, and totally ignores what's not. Do you love him enough to give him your last Rolo?

JETSTRIKE

(Rasputin)
Kevin Knight of Staines. He sent in these passwords. Good man.


You'd better watch out, you'd better take care.

An air traffic controller's nightmare. Yesterday.

Level 1 – TDEJQNQL
Level 2 – JHALMROB
Level 3 – RZWVUVCP
Level 4 – VZQRUDOP
Level 5 – HTETAPOJ
Level 6 – NFYHOTAR
Level 7 – RPSREBSX
Level 8 – TREFCPMJ
Level 9 – XHYJMVKX
Level 10 – HHSFMBQX

He also sent in this general tippery:

For starters, disregard whatever the first level mission instructs. Take out the SAM. and AA units with either the A-10 (Warthog) or Su-25 (Frogfoot), both of which contain a generous supply of AGM-65 Mavericks. Next use the Tornado carrying JP233s to wreck the enemy runway, and prevent additional enemy aircraft from scrambling. (If you're not up to flying low then use 50016 Bombs.) Play aggressively through the missions to take out the enemy early on, concentrating on hills and bridges. (Avoiding them, that is.)

FLY HARDER

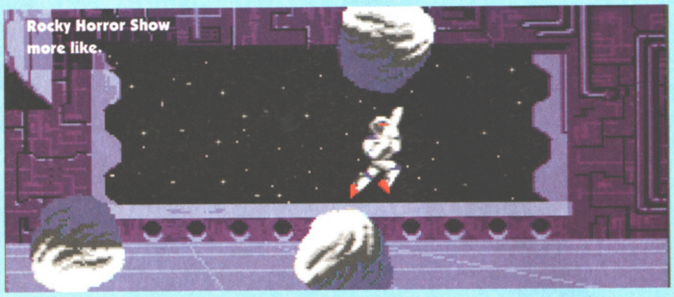
(Buzz)
And now: *Fly Harder*. We gave you the CD32 codes for this last month, so it looks like the only decent thing to do would now to give you the A500 codes. And here they are.

The hills are alight – with small arms fire, it seems.

Level 2 – PHOTON
Level 3 – METAGRAV
Level 4 – BLACKHOLE
Level 5 – SUPERNOVA
Level 6 – TRANSMITTER
Level 7 – QUANT
Level 8 – NEOGEOPOWER

SUPER OBLITERATION

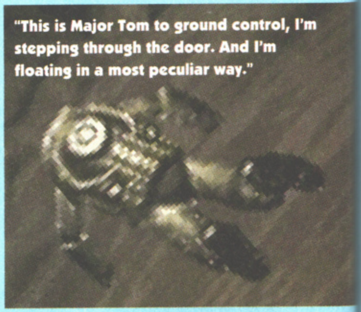
Are you stuck on *Super Obliteration* from last month's cover disk? We aren't, 'cos David Papworth not only wrote the game for us, he also gave us a cheat. Pause the game with the left mouse button and then press UP on the joystick ten times, after which you'll hear a 'ping'. Once the cheat's activated, pausing the game and pressing a direction gives you various cheats. DOWN puts the game into slow motion, RIGHT toggles invincibility on and off, LEFT works you through all the power ups and the right mouse button lets you skip levels. Give it a go. You know you want to.


Rocky Horror Show more like.

MICROCOSM (CD32)

(Psygnosis)
Mark Joyce of Essex, David Nolan of Liverpool and Mark Edlington of Sheffield have all come to just about the same conclusion on how to cheat on this, ah so:

When, near the start of the game, it cuts to the animated sequence as you are about to enter the pod bay, pause and enter the following control pad sequence: Green, Blue, Yellow, Red, Yellow, Down, Green, Right, Red, Up. The screen will turn black and white which, for you, is a big cheating thumbs up. You are now invulnerable and your ship will gain all available weaponry after each level. Blow me if (by moving the outlined block around the map with the blue and yellow buttons and teleporting with the green button) you can't warp around the map as well. And I'll be stuffed if the right hemisphere of the brain can't be reached without having to play through the previous levels either.


"This is Major Tom to ground control, I'm stepping through the door. And I'm floating in a most peculiar way."

The only drawback with this cheat is that all the animated sequences will appear in black and white. The cheat can be activated at other points in the game. (The sequence will be different but after pausing one of the coloured or directional buttons will make a different sound – the first in the sequence – continue in this manner to find all ten.) And read the mission overviews when docked for a message from the programmers!

"Follow that microscopic vessel!"

9 PAGES OF INVALUABLE PLAYING TIPS START HERE

ACTION REPLAY 53
ALFRED CHICKEN 53
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SECOND SAMURAI 53
SOKO BAN 53
STEEL SKY 58-59
SUPER OBLIT. 52
SWIBBLE DIBBLE 2 53

SECOND SAMURAI

(Psygnosis)
A good month for Psygnosis, or possibly a bad month depending on whether or not they like us giving away passwords and cheats on their games. If the latter is the case, then perhaps Richard Fisher of Everard best keep his head down for a while.

The ancient art of cloud kicking. Hai!

Level 2 – RFBW1CA1
Level 3 – UH2RWEYM
Level 4 – B4XUDVVY
Level 5 – ZHTI4OTI
Level 6 – 5ALIC1JF

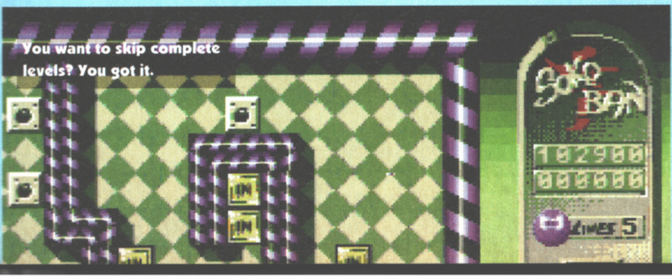
SOKO BAN

(AP 37 coverdisk)
John Hardie may program a mean puzzle game (we loved it, and from what we gather, you loved it it too), but having just typed his choice of passwords I'd be rather loath to choose him as a Scrabble partner. TREE? What kind of password is that? CARPET CLEANER?

The man's obviously mad. And you weren't exactly having a brainwave to rival Archimedes if you exclaimed 'Eureka', jumped out of the bath and entered AMIGA POWER as a rather stupid level 63-skipping password. Next time I'm stuck in the Times' Cryptic Crossword, I know who not to bother asking. Still, great game though John.

And talking of Johns, John Wilson of Warwickshire sent in the codes which, some time ago, were the point of this otherwise pointless introduction.

Level 2 – DISK DRIVE
Level 3 – JOYSTICK
Level 4 – GUTTIES
Level 5 – AMIGA FORMAT
Level 6 – WHEELCHAIR
Level 7 – BOX
Level 8 – CIRCLE
Level 9 – LINES
Level 10 – WEE MAN
Level 11 – MCDOWELL
Level 12 – TELEVISION
Level 13 – PUBLIC DOMAIN
Level 14 – CHICKEN LEG
Level 15 – TOILET
Level 16 – WORK
Level 17 – MANGA
Level 18 – MOVE THIS BLOCK
Level 19 – WHO DUNNIT
Level 20 – SLIME
Level 21 – GREASE BALL
Level 22 – JOLLY RODGER
Level 23 – I HATE PIRATES
Level 24 – AMIGA CD32
Level 25 – BIBILYBOO
Level 26 – POWERPACK
Level 27 – CHANNEL 4
Level 28 – DIFFERENT PICTURES
Level 29 – 123456789
Level 30 – SKID BAG AYE
Level 31 – TWEEKIE
Level 32 – THE CHEETAH
Level 33 – DELTA
Level 34 – FROGS
Level 35 – NTSC
Level 36 – BUTTONS
Level 37 – FRAGGLES
Level 38 – A400
Level 39 – LAMP SHADE
Level 40 – MAFIA
Level 41 – BLOW JOB *(Apologies to any Mums reading. – Ed)*
Level 42 – MOUSE POINTER
Level 43 – WAINS EARTH
Level 44 – RAMBO IO
Level 45 – FRENTIC
Level 46 – BOG
Level 47 – WHITE PAINT
Level 48 – HORSE
Level 49 – MICKEY MOOSE
Level 50 – CU AMIGA
Level 51 – WIRES
Level 52 – FREEBIE
Level 53 – SPOCK
Level 54 – CARPET CLEANER
Level 55 – PLANT LIFE
Level 56 – HOW DAFT
Level 57 – DIANE
Level 58 – THE DOOR
Level 59 – ROLL UPZ
Level 60 – MAD MAX MUZIX
Level 61 – FOOD
Level 62 – FLOWER POWER
Level 63 – AMIGA POWER
Level 64 – HE HE
Level 65 – TWAT
Level 66 – GO AWAY
Level 67 – 4 MORE
Level 68 – ZOOL
Level 69 – ALADINS CAVE
Level 70 – GET A LIFE



You want to skip complete levels? You got it.

ACTION REPLAY POKES

Is that an Action Replay cartridge plugged into your Amiga's expansion port, or are you just pleased to see the return of this section? As welcomed as winning the pools on the day your bank manager refuse to extend your overdraft, or as helpful as McDonalds opening a branch next door to your house the day you decide to become a vegetarian, we just don't know. But as long as you keep sending them in, we'll keep printing them. Hats off, today, to Mr Initiative Smith of Rotherham.

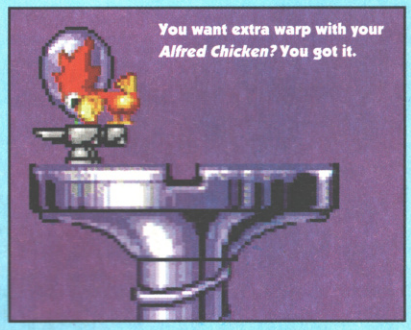
Game	Code	Effect
Alfred Chicken	0513F5, 7F 127	Lives
Alien Bash	0300B5	Lives
Aliens 3	03696C	Lives
Cool Spot	039116	Lives
Deep Core	022832	Lives
Dennis	089460	Lives
Dinasaur Detective	0556D4	Lives
Fury Furries	04567C	Lives
Jurassic Park	000124	Lives
Krusty's Fun House	06A99E	Lives
Lionheart	091EE8	Lives
Second Samurai	0E17E6	Lives
Stardust	0993B8	Lives
Trolls	000748	Energy
	000758	Lives
Walker	0866FF, 7F 127	Lives

You want more lives for *Cool Spot*? At AP, you got it.

ALFRED CHICKEN

(Mindscape)
Andrew Nevick has written in from Nowrwich with a tip for *Alfred Chicken* on the CD32. Let's hope there's no cry of 'fowl' from the publishers Mindscape.

"On level one," Andrew writes, "you must find a secret room with a telephone inside it – jump up and down the far right hand wall near the bottom of the screen and hold right on the joypad to get into the secret corridor. Once you can fire with the blue button proceed around the level until you are at the top left hand side. Fly up and headbutt the top left corner and a tunnel will become visible. Now go to the top right hand side of the level and shoot in the corner, a block will appear. Jump onto this block and jump again into the unknown above it. You should now be able to walk across the top of the screen (you can't see yourself but the screen moves). The next bit takes some practice, what you need to do is get to the top of the screen on the springs before the chainsaw gets you. Ignore any goodies as the time is very tight. Persevere and you will get to another tunnel, go in and you will have found the level warp screen."



You want extra warp with your *Alfred Chicken?* You got it.

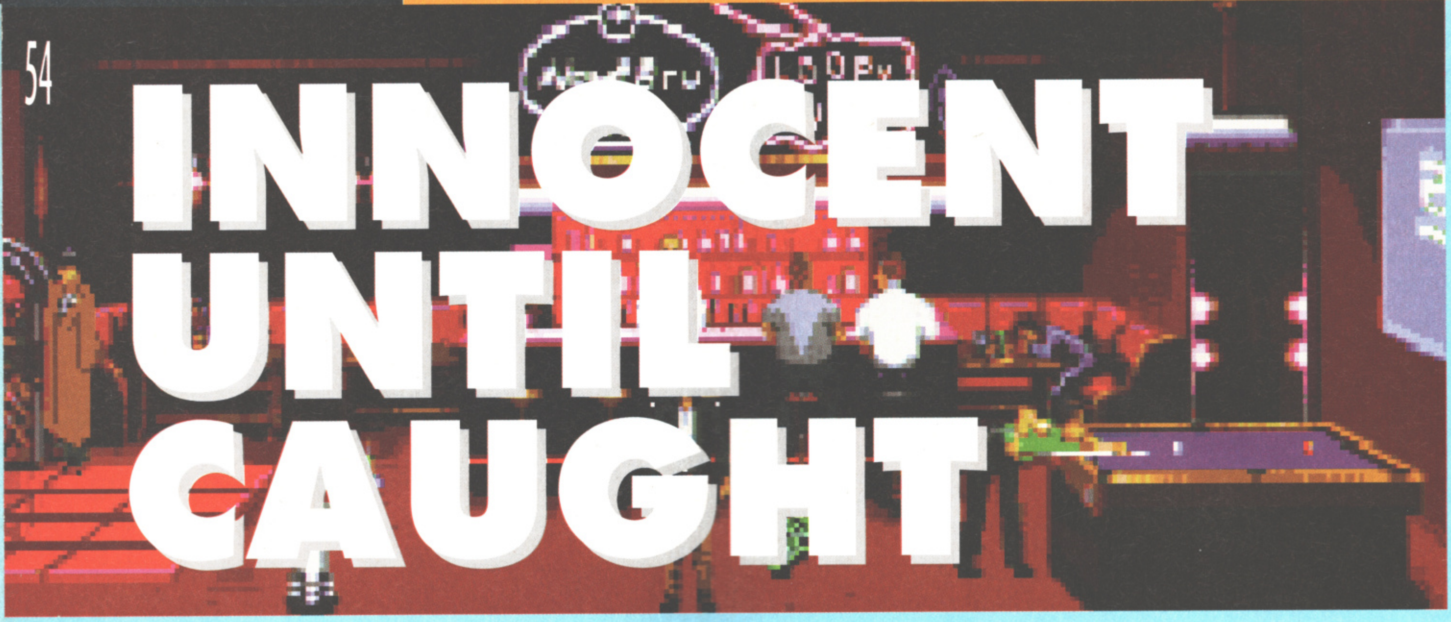
SWIBBLE DIBBLE 2

(Er...)
Of course, we had absolutely no idea what *Swibble Dibble* was when we printed some level codes in issue 26, and as absolutely no one wrote in to enlighten us, we have no idea whether or not they were any use. So when the following cheat from Graham Lewis of Loughborough arrived for *Swibble Dibble 2 – The Follow Up* (which we haven't heard of either), you could have contained ten times the amount of excitement it generated in a thimble. Still, maybe the following info will be useful to you elusive *Swibble Dibble* fans out there.

When, okay, you get to the purple dragon, type DIE and he will drop a purple key. Take this to Marvo and he will give you a cheat mode in return. Also, try typing BLOOD (this makes *Mortal Kombat*-style blood fly out of your enemies), SUN (this makes the sun wink at you) or WHAT A CROC (which makes Dibble shout abuse whenever you do anything particularly crappy). *Swibble Dibble*, indeed.

DON'T FORGET

Complete Control, AMIGA POWER, 30 Monmouth Street, Bath BA1 2BW. That's the address to which you should send your tips and questions. Help your fellow man or pester him for the level codes for *Out to Lunch*, it's your choice. You'll also, of course, need an envelope. And a stamp.



INNOCENT UNTIL CAUGHT

Difficult Until Tipped. That might've been a better name.

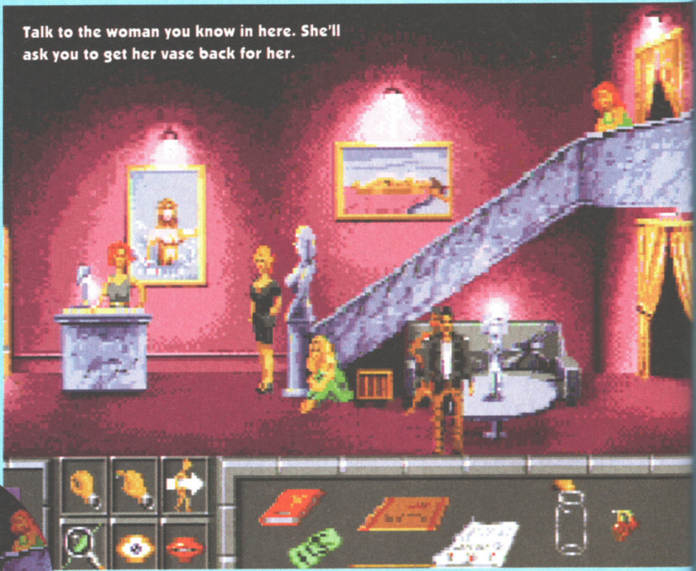
Before we start this section proper, I'd like to give you some tips about the tips. The first one is easy. Don't expect all of the events to unfold immediately. Sometimes you'll have to sit and watch a chain of cinematic events. These can take anything up to a couple of minutes.

For example, before you gain the deflector ring from one of the later tips in this section, you have to watch some gangsters swap clichés with each other until the serious business of killing one and other crops up.

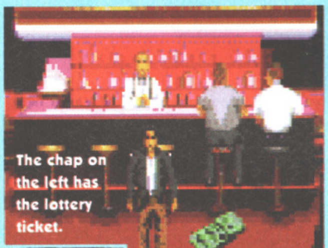
Another point I'd like to make is that of phoning in. This guide hasn't just been cobbled together you know. I've tortuously visited every location and purposefully picked up every object mentioned in these pages. So don't phone in if you get stuck. Write to The Last Resort and I'll take it from there. It's bad enough that, as junior member of the team, I've got no choice but to implement these play guides. But you really are adding insult to injury by phoning in and expecting me to answer your queries there and then. I'd like to, but there usually isn't time and, as a rule, I can't remember how I did it anyway. All I do with adventure games like this is rewrite the playguide submitted to us and check that it plays properly. Hence the authentic screenshots.

The last point to make is that some small incidental events have been passed

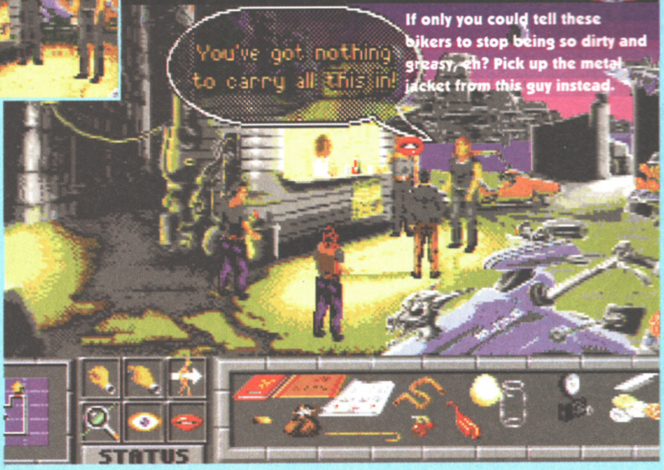
> "Adding insult to injury by phoning"



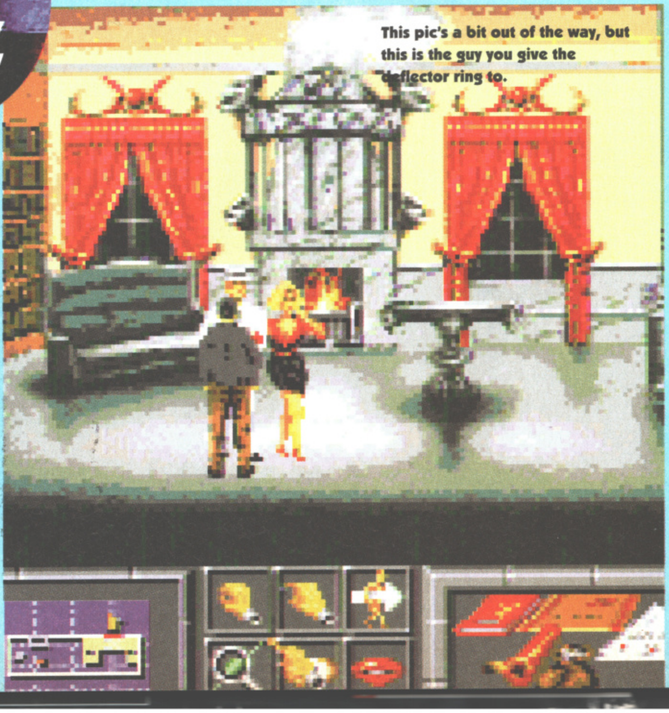
Talk to the woman you know in here. She'll ask you to get her vase back for her.



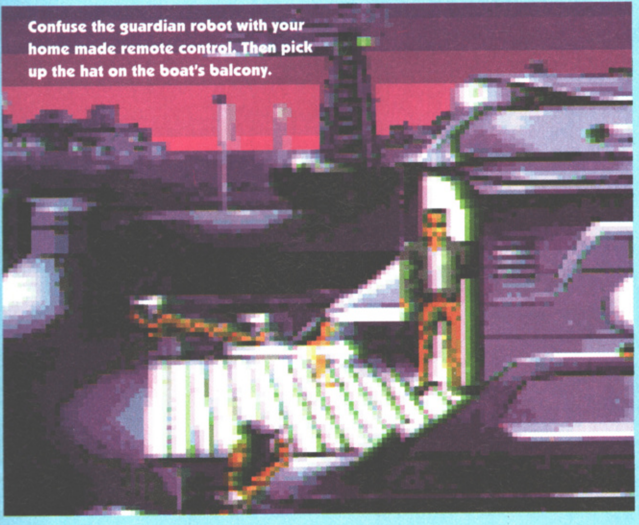
The chap on the left has the lottery ticket.



If only you could tell these bikers to stop being so dirty and greasy, eh? Pick up the metal jacket from this guy instead.



This pic's a bit out of the way, but this is the guy you give the deflector ring to.


Confuse the guardian robot with your home made remote control. Then pick up the hat on the boat's balcony.

over. Don't worry, all you have to do to overcome the problem is pick up every object you come across, eg the aerosol can on one of the train journeys. Use your discretion. Anything that's small is definitely worth pocketing.

As soon as you've gone through the preliminaries of the loading of the game and following the plot sequence, you'll find yourself in the Spaceport. Pick up the passport that you find there. Leave and head for the bar which you'll find behind the Spaceport. Take the pawn ticket from the back pocket of the punter who's sitting furthest left at the bar. Once that's done, head over to the far left of the bar. You'll find a newspaper, a jar and a lid. Pocket the lot, you'll need them later in the adventure.

Leave and attempt to enter The Paradise Club which is situated to the left of the bar. The doorman will halt your progress and demand proof of age. Show him the passport. Once inside, speak to the woman you recognise. She'll ask you to retrieve a vase for her. Before you leave, pocket the cane, perfume and chewing gum that you find in the room.

As soon as you get outside, meander down the alley to the left of the Paradise Club. Pick up the hose and the bag and then pass the can to the drunk who's sitting there. Follow the alleyway all the way and you'll come across a Diner.

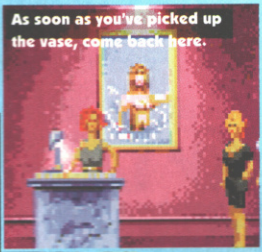
At the left of the Diner stall itself, there's a trash can. Pick up the egg you find in it. Talk to the only speechworthy biker there. You should eventually be left in no doubt that he's prepared to swap a jacket for a silver slash bike ornament.

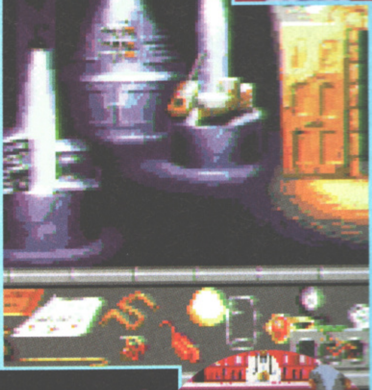
Head for the Pawnshop, which you'll find to the left of the alleyway. Exchange the pawn ticket for a camera. Examine the vase on display and pocket the wrapper you find there. Place the vase over the bag already in your inventory. Leave the shop. Head for the Diner again. Once there, charge up the camera at the power point which you'll find located on the left hand side of the Diner. Go back to the alley. Take a picture of the drunk. While he's temporarily blinded, steal all the money from his hat.

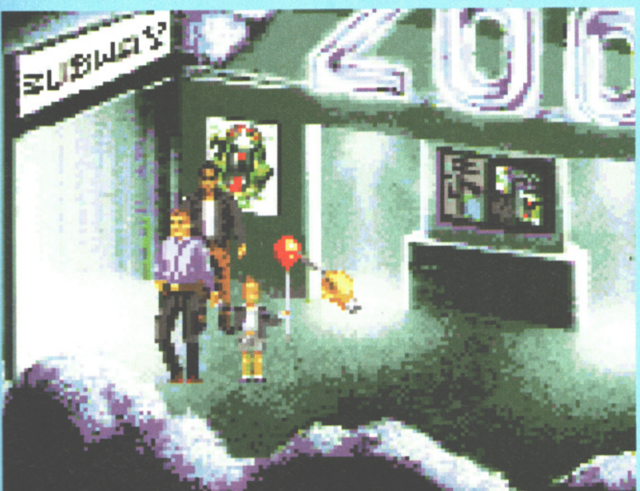
Perambulate towards the Paradise Club. Once there, hand over the vase to your woman friend. She'll give you the Silver Slash. Backtrack to the Diner and give the Silver Slash to the biker. In return, he gives you a jacket.

Return to the bar. Sit down and buy yourself a drink with the loose change garnered from the drunk. A whole sequence of gangster-type frolics unfolds as you sit. Once the shenanigans are over, pick up the deflector ring that's left on the floor. As soon as that's done, head for the underground station to the left of the Pawn Shop. Use the wrapper with the coin to get past the security barrier. Use the oil can you'll have picked

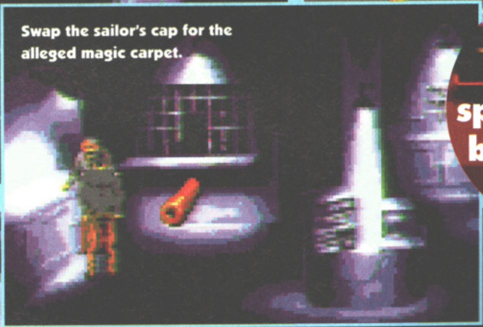
"The only speechworthy biker there"

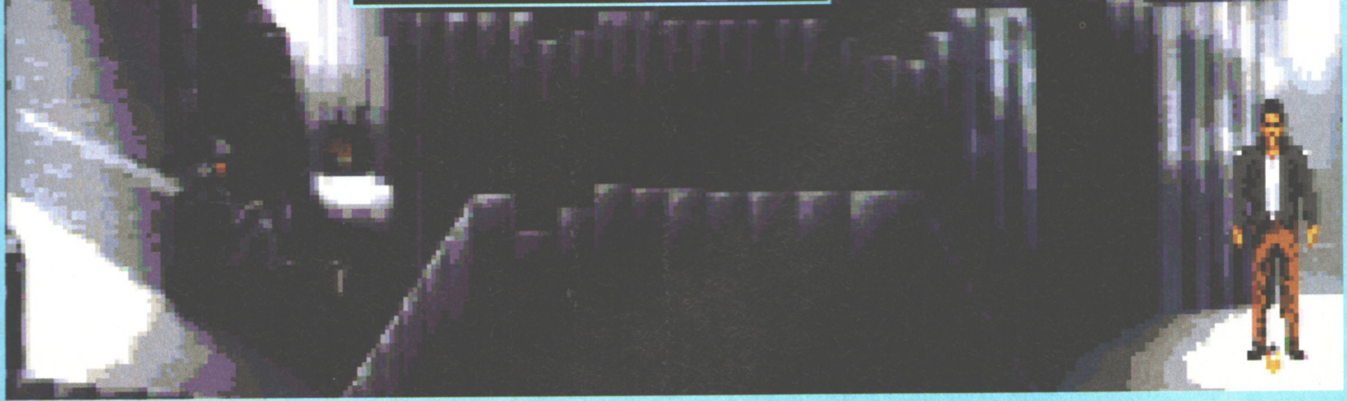

As soon as you've picked up the vase, come back here.

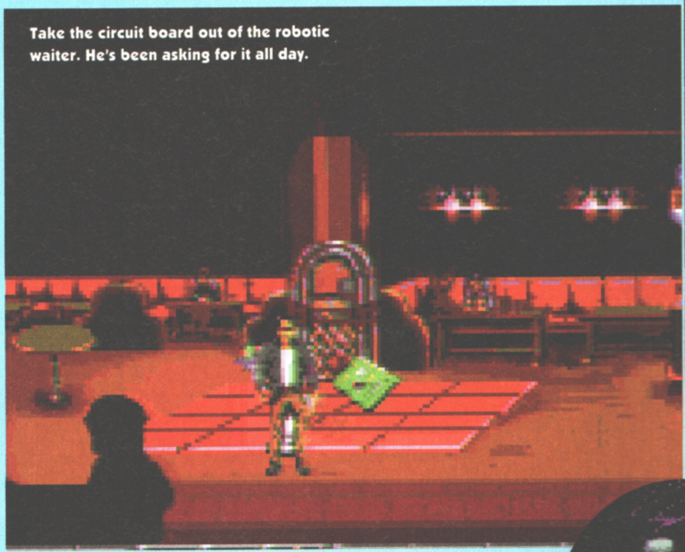

The pawn shop is pretty useful.



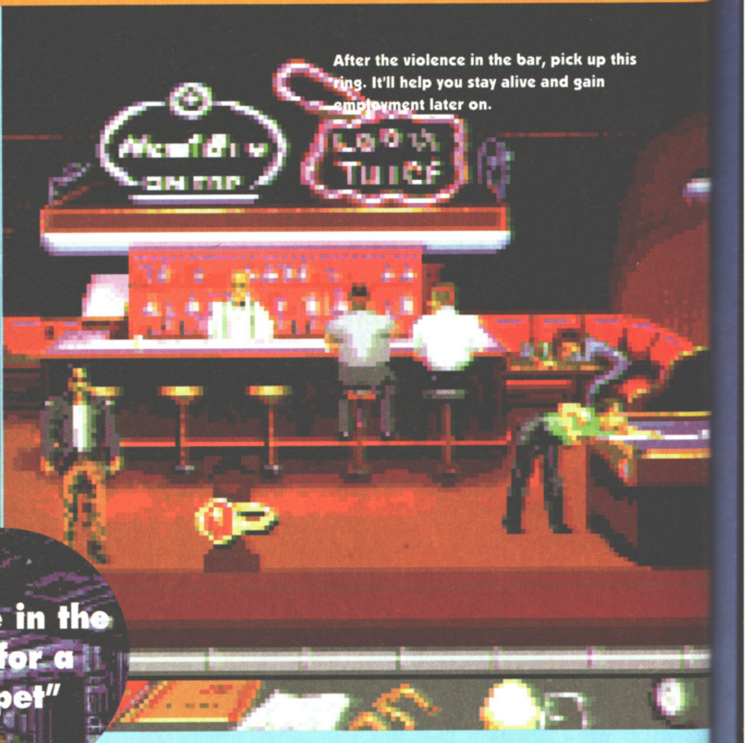
Burst the balloon and take the string. You heartless cad.


Swap the sailor's cap for the alleged magic carpet.


Seek the drunk out and steal his money. Don't feel guilty, it's all they're good for anyway.



Take the circuit board out of the robotic waiter. He's been asking for it all day.



After the violence in the bar, pick up this ring. It'll help you stay alive and gain employment later on.

"Trade in the hat for a carpet"

up at the Diner on the screwdriver stuck in the vending machine. Pick up the radio at the far left of the platform.

Stagger back to the bar and order a drink from the electronically challenged slave. Remove his circuit board with the screwdriver and combine this with the radio that you found earlier. You have become the proud owner of a radio remote control. Now to use it.

Head for the docks situated to the right of the Diner. A robot will attempt to bar you from the boat there. Use the remote control. Climb on board and pocket the sailor's hat on the gangrail. Traipse back to the Pawn Shop for the next part.

Trade in the hat for a carpet, leave and then catch a train from the station next door. Exit at "The Hill" station (about three or maybe four stops along, can't remember exactly how many – sorry). Exit the station and head to the right. You'll see a security camera there. Show it the deflector ring and choose the option about returning the ring.

Once inside the house behind the door, walk over to the left and converse with the man there. He'll thank you for the return of the ring. Engage him in conversation until he offers to pay a wad of cash if you can retrieve an egg, a sculpture and some bonds for him.

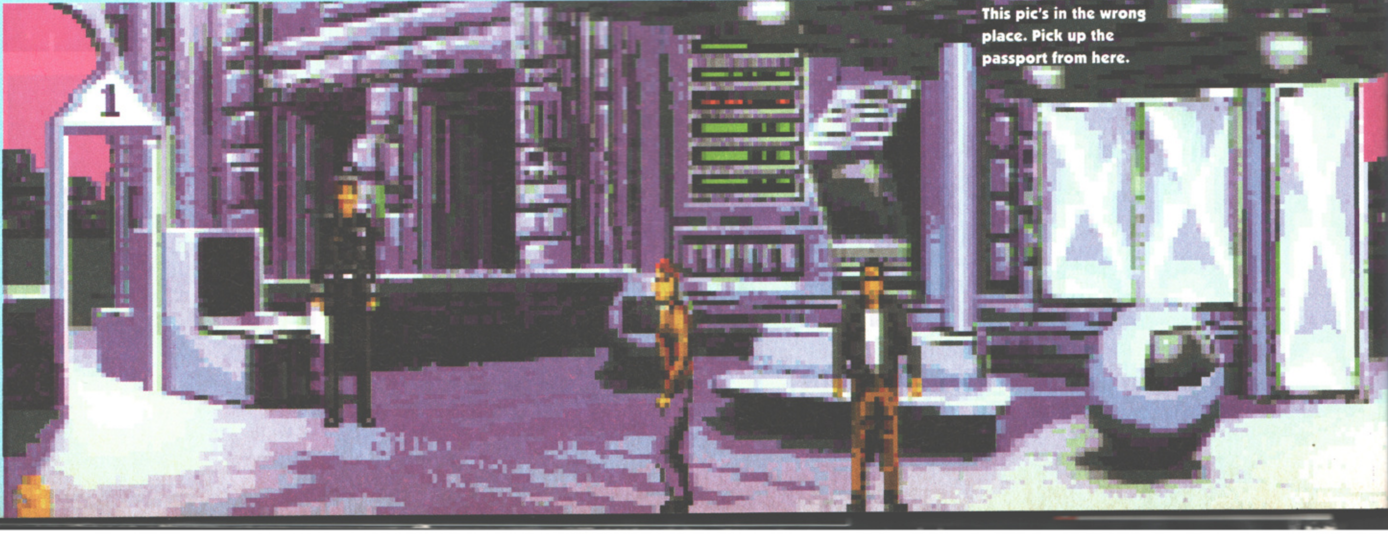
Leave. Use the train to travel to East Eruk. Exit the station and burst the kid's balloon. Pick up the string and merge it with the cane to make a bow. At some point while travelling on the train, you should have picked up an aerosol can. Fuse it with the hose to make an air gun.

Hurrah. Hold your breath and count to ten, this month's tips have finished. There would have been more, but due to the playguide falling completely into disrepute, I couldn't actually do half of the things it claimed. Don't worry though, the confusion will be well and truly resolved by this time next month. I've taken down my trusty duelling épée and I'm going to seek Rich Pelley out from his hiding place at the University Halls of Residence. See you next month.

Unfortunately, due to an internal misunderstanding, this playguide has had more space set aside for it than originally flatplanned. Therefore, some frantic padding is needed. So let's talk about the cultural and moral implications of the type of behaviour that Jack T Ladd indulges in throughout the adventure.

Absolutely outrageous and morally reprehensible are two phrases that spring immediately to mind. How dare he steal money from a poor alleyway drunk and walk away. He should have kicked him in and hospitalised him as well. Honour among thieves. There's no honour in letting a beggar get away with it. They're the scourge of society. A blight on Britain's good name. They're killing the tourist industry and frightening children. They probably watch video nasties as well. And no doubt they play computer games.

I wish I could earn the £1000 a day that they so obviously earn, judging by the way they can afford to dress. Then I'd buy Cam as big a gun as he could carry. And Jonathan a better car than the one he's got just now. Steve, well I'd buy him another magazine. And, er, that's about it. Those beggars, eh? Dontcha just luv 'em?
● ***STEVE McGILL*** *(Tune in next month for more psychobabble with Steve. – Ed)*



This pic's in the wrong place. Pick up the passport from here.

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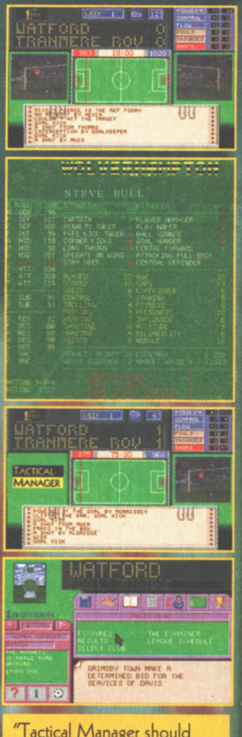


Screenshots from IBM PC

"Tactical Manager should satisfy even the most committed Fergie wannabee" Amiga Format

"Each game played has a realistic outcome" - The ONE

"Penalty incident quite literally had me on the edge of my seat" - The ONE
Lastability 87%

"Tactical Manager is a very absorbing football manager simulation. Extremely involving. A great game". CU AMIGA
Lastability 96%
Playability 93%

BENEATH A STEEL SKY PART 2

Before we start today's lesson in traipsing around screen after innumerable screen and disk swap after incessant disk swap, I'd best mention that in last month's AP we lied to you. Yup that's right, not intentionally, but as a famous Scottish bard once mused, "A lie's a lie for aw that", or something. So apologies go out to all and sundry who thought that we would be completing the whole adventure this month. That particular privilege is going to be reserved for next month's lucky pages. Honest.

1 To recap, you should now be back at the starting position of the game. Among other things, you should find yourself in possession of a rope and an anchor. If you don't, check out last month's tips section and seek them out. You need both to make a grappling hook. Walk up the stairs and out the door.

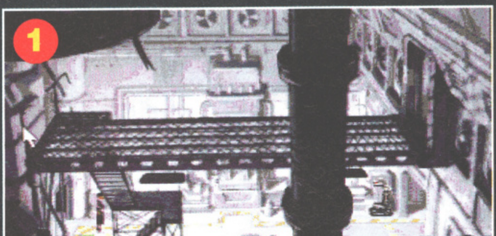
2 Throw the hook at the shield on the opposite building. Swing over and crash through the window. You'll find yourself in a dark room. Go through the door to the right. This room reveals a strange kind of seat thing, This is the LINC interface. Use Reich's card in the slot next to the interface and then sit down in it.

3 You've now been transported into LINC-space. Pick up the ball you find there and head for the exit on the right. As soon as you enter the next room, check out your inventory. You'll notice that it's completely different from the normal one. Use the OPEN program on the carpet bag that you find in this room. Pick up both items, you're going to need them later on. Use DECOMPRESS with the compressed data and DECRYPT with the documents. Take the exit to the right.

The next bit is tricky, so pay attention. Use one of the PASSWORD programs with the floor then walk to the right. Lay down the other PASSWORD program. Follow the next sequence to the letter; go left, pick up the password, go up, put down PASSWORD, right, down, pick up PASSWORD, go up, put down PASSWORD, left, pick up PASSWORD, up, right, down, right,down, put down PASSWORD, up, up then exit the room. As soon as you're through, pick up the bust and the book that you'll find in the next room. DECRYPT the two documents in your inventory. Now DISCONNECT.

4 & 5 Go over to the LINC machine next to the lift and use Reich's card. Select option four. Enter the required security number and select one. Read all the documents and digest the information at your leisure. Once read, select zero, then two, then two again. You have now given yourself 48 hours worth of special security clearance. Exit the system.

6 Use Reich's card in the slot next to the lift. You'll see that you now pass the body scan with flying colours. Enter the lift. This drops you off in the Security Station. Walk over to the lift on the left and use it. Exit this lift and make your way to the next lift on the left (you've been here before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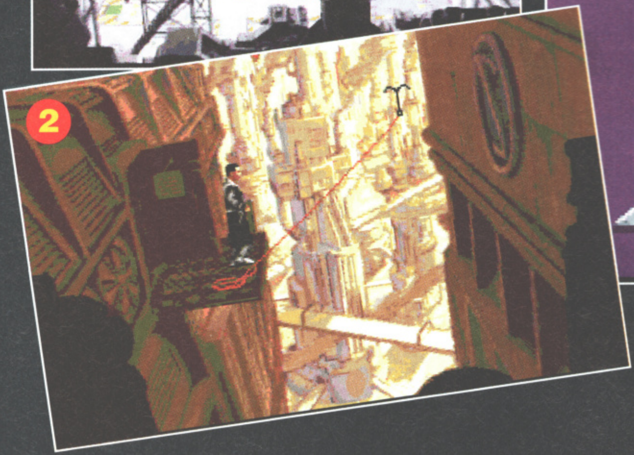
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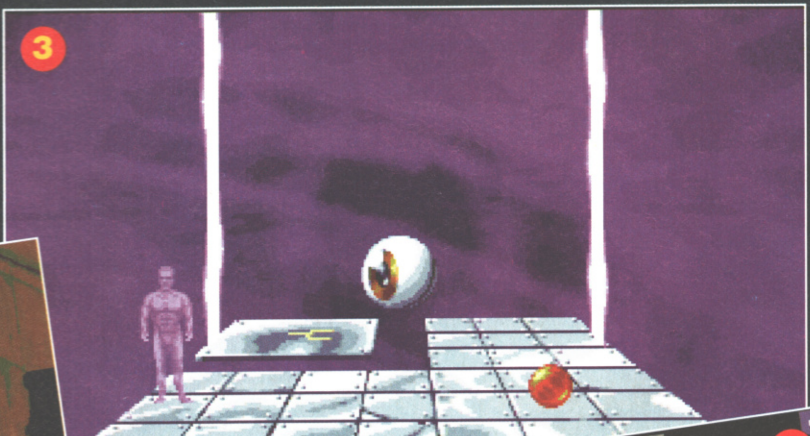
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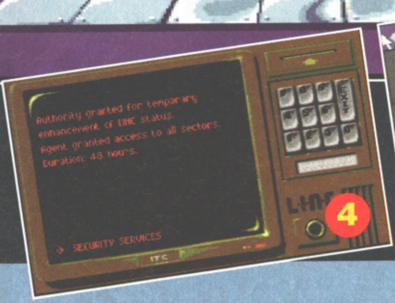
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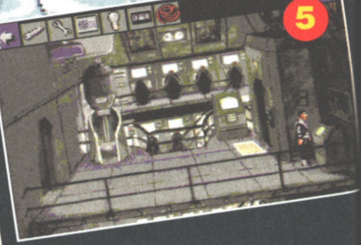
Authority granted for temporary
enhancement of LINC status.
Agent granted access to all sectors.
Duration: 48 hours.

SECURITY SERVICES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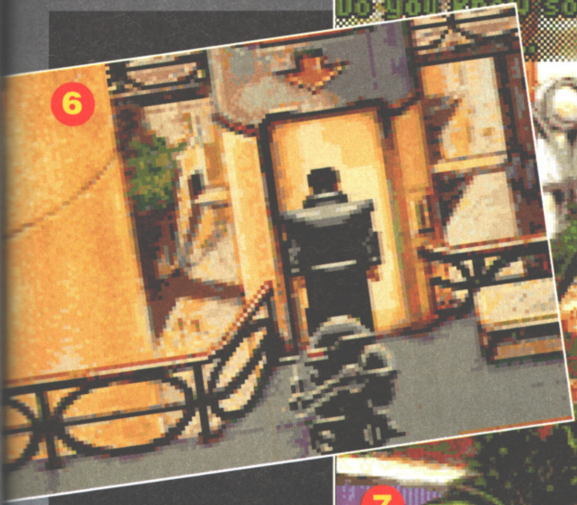
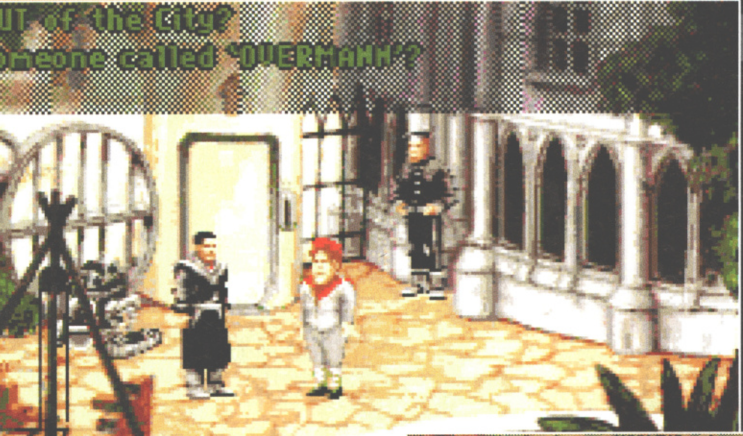
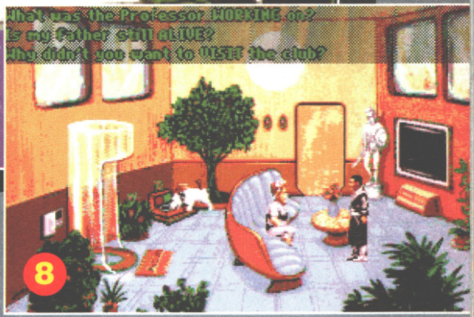




How do I get OUT of the City?
Do you know someone called 'OVERMANN'?



What was the Professor WORKING on?
Is my Father still ALIVE?
Why didn't you want to VISIT the club?

when visiting Reich's apartment). Reich's card can now access this lift. You will find yourself at the bottom of the city.

7 Hang around a bit until a fat woman with a dog appears. Chat with her; be nice. Go left until you spot a doorman. Have a chat with him. The main piece of information you'll find out is that you need a sponsor to gain access to the club. Seek out the fat woman (Mrs Piermont) again and ask her to sponsor you. Now walk as far right as you can until you come upon a screen with a young boy and a gardener. Press the button by the door on the right. You'll find yourself inside Mrs Piermont's apartment. Time to take a screen-break and make yourself a richly deserved cup of tea.

8 Have another chat with her. As soon as she makes her phone call, put the video cassette you have into the VCR. As soon as the dog starts barking at the screen, nip round to his food bowl and steal the biscuits there.

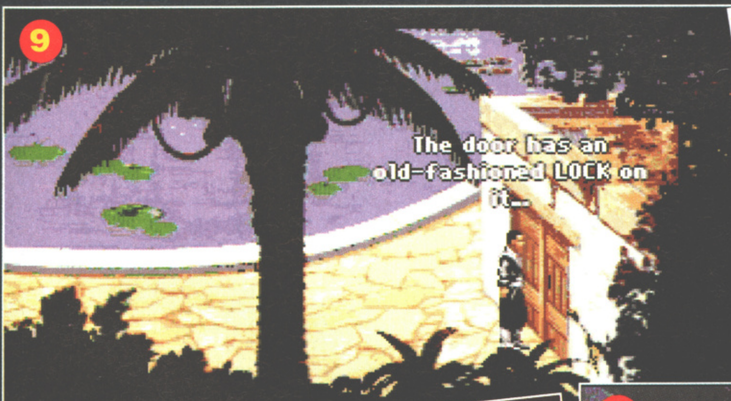
9 Leave the apartment and head for the bottom left exit. Examine the double wooden doors of the next location. Use Reich's card to open them and pick up the secateurs that you find there. Head right and then go through the top left exit and make your way to the screen with the lift. Put the dog biscuits on the plank you find there and wait. As soon as Mrs Piermont's dog comes along, wait for it to jump on the plank.

10 When it does, pull the rope. In the ensuing confusion, sneak into the cathedral while the guard's distracted. Go through the top left exit and open all the lockers. Leave and make your way back to the top level via the lifts. Then enter the factory and make your way to the location where you last saw Anita alive.

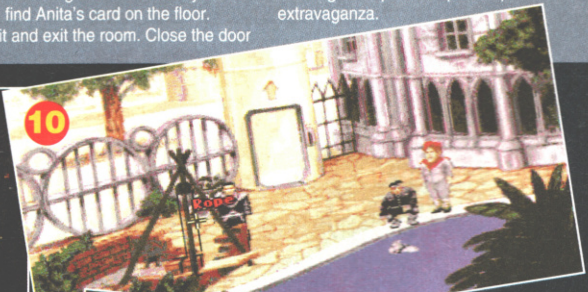
11 Put on the RAD suit that you'll find in the middle locker. Go right and access the control panel. Select two to open the door. Enter the reactor room.

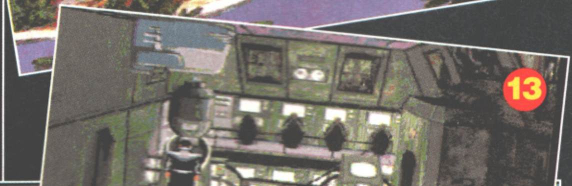
12 To the right of the reactor you will find Anita's card on the floor. Pocket it and exit the room. Close the door from the control panel. Go left and change back into your coat.

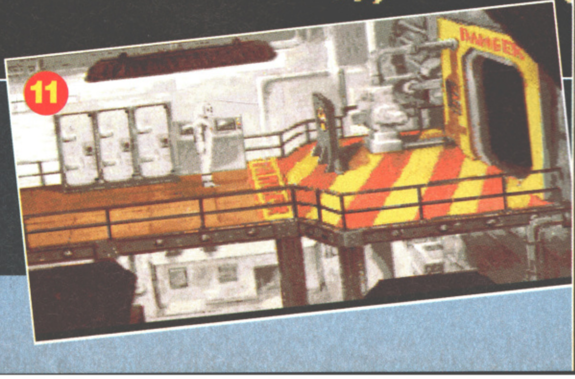
13 Leave the factory and head back to the LINC-space interface via the Security Station's lift. Once there, put yourself on hold. We're going to use Anita's card this time, but if you want to know what to do, you're going to have to tune in next month for another scintillating, titillating no-expenses-spared tips extravaganza.

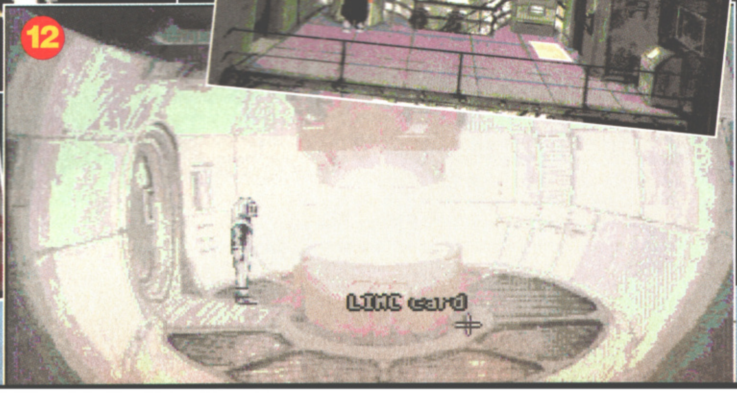


The door has an old-fashioned LOCK on it...





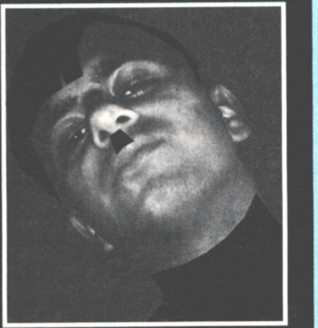




FLOUNDERING?

Then you need...

THE LAST RESORT



with Rich Pelley

Watch out for Rich Pelley – he's coming ashore at a beach near you, soon.

The first line of an article is the most important. I read that, once. In an article, I think. On 'how to best go about writing articles', I believe it was. And that's exactly what this is – an article, nay The Article, where you know you can safely expose all your gameplaying problems without fear of laughter, ridicule or nasty rumours. Go on – open up, you can talk to us.

R-TYPE 2

Q "Is there a cheat because I can't get past the boss on level two?"
Jonathan Smith, Hounslow

A Breaths are drawn, hearts beat faster and beads of sweat run down foreheads. Tension mounts. Excitement builds. The Last Resort steps deliberately up to the starting line, loosens up one final time and crouches for starting orders. "Marks." The crowd hush. "Set." The crowd are rigid in their seats. As the gun fires The Last Resort sprints off with the speed of a bullet and grace of a swan, and the crowd go absolutely bananas. *(So*

LOOSE ENDS

If you can tie up a Loose End, then please get in touch as soon as possible. If you can't, then we won't expect to hear from you. At all.

Q "I have been playing CADAVER for about four months *(You must have a very long concentration span. – Ed)*, and have got 44% through the second level. However, I'm only having around 0.0000001% success working out where to use the Bless Potion Spell, and trying to reach the left gem from the room with two gems on the file in the middle of the room is 99.9999999% disaster."
Ian Paton, Hampshire

Q "I've now played F1 GRAND PRIX so much that I find it much too easy.

Has anybody got any suggestions what would make it harder? *(Having electrodes attached to your genitals whilst someone flogs you senseless with a knotted rope, as a possibility? It usually works for me – Stuart)*

Q "Can anybody tell me how to find the last balloon on stage 6 of ALFRED CHICKEN?"
Bob Clarke, Stucksville

Q "Please, please, please can you help me with the fifth (and final) quest in the Guild of Thieves in LEGENDS OF VALOUR. I have got the map to the Forbidden City but unfortunately it looks like complete nonsense."
Dave Heffon, Glasgow

Q "How do you do the very, very last level of Lemmings 2?"
Jack Bolton, Weston-Super-Mare

Q "In MYTH the Sphinx on the Valley of the Kings is driving me crazy. I've picked up and tried everything I can find but I can't get past the Sphinx."
Chris MacKinnon, W. Germany

Q "5 Damage Runes, Lev 2, Treihadwyl, LEGEND. I can only hit one of them."
Anonymously, Leicester

Q "LEGENDS OF KYRANDIA: Which of the gemstones do you place in the alter in The Pantheon of Moonlight? How do you cross The Chasm of Everfall.?"
Ian Scott, Cardiff

Q "a) How do you get into the castle, Sutek, East of Serpent's Hotel. I've blown the door open but I can't lower the drawbridge. b) How do you get the Magic Gem needed to join the Serpent's Guild? c) Where is the other Codex lens? I've found the purple one but I can't find the blue one. d) Where are the pieces of map for Homer in Buccaneer's Den? e) Where is the other half of the silver tablet? I have got half of it from Maria's desk in Moonglass. These are my problems in, of course, ULTIMA VI."
Stuart Wuglet, Bradford

Q "Just a quickie. How, without cheating, do you get through area 2.2 in the original ZOOL? (I think we've done that one. You have to play a tune on one of the keyboards: Red, Yellow, Light Blue, Dark Blue. A helicopter will then appear to take you away to the end of the level."
Susanna Widenbur, Chesham

Q "BLACK CRYPT. Level 7. A plaque reading HCTIWS. Obviously this is SWITCH backwards, but which one does it mean?
Chuck Norris, Gibraltar

Q "Is there a cheat for SCOOBY AND SCRAPPY DOO?"
Thelma, Daphne, Fred and Shaggy
(Well that's how they signed themselves anyway. What do you want us to do about it, eh?)

CASES CLOSED

If you've helped Close a Case, I'd like to propose a toast to your kindness and obvious sheer madness for writing in when we don't even give you a prize.

MANIAC MANSION

Q "a) What do you do with...? b) What about...? c) How do you...? d) And what on earth...?" pondered Claire Smith of Gwent and Gareth Harding of Kent back in May.

A "a) the radio and glowing key? Use to open the padlocks in the dungeon and to provide batteries for the flashlight.
b) the garage? Use the machine to open the door, take the facet handle, use the yellow key in the trunk and swipe the tools.
c) fix the stairs in the library? There's no need.
d) is the man wrapped up in the bath doing? Use the handle from the garage in the socket and turn it on and off to view Edna's phone number."
Philip Colin, Dorset.

SYNDICATE

Q Craig Blackthorn of Wakefield had reached Kamchatka ("I can locate the Informant but am having rather less success killing the woman") and Iran ("Who on earth is shooting at me?).

A "KAMCHATKA: Use two agents. Give one a Persuadatron and leave him to hold the Informant hostage whilst the other zooms off to kill his wife. To finish, escort your hostage back to the pick-up zone with both agents.
IRAN: You are being fired at by enemy agents with Long Range Rifles. Stock up with Miniguns and waste the crowd of shoppers and the target. Then peg it, like, dead quick to the pick-up point. Provided you get close enough the agents at the end should be no bother."
Nickle Thomson, Long Gaton

Q And Neil Ewin of Bexhill was stuck in Paraguay.

A "Arm up three or so Cyborgs with Miniguns, Persuadatrons and Medikits and head for the building housing your target. Stay close to the wall – the minute you turn the corner next to the ramp blow the guard on the roof so full of bullets you'll be able to use him as a pencil *(Teabag, surely? – Ed)*. You must wait for the guards to come out of the building to get you (strolling in and spraying bullets around like angry wasps on an inverted training course is liable to blow the head off your target). Activate your Persuadatron at eight civilians – you are now free to return and Persuade your man. Watch your back though – the other Cyborgs are close and armed to the lips with Miniguns."
Oliver May, Gosport

STARDUST

Q ELSUVXRRAJLL. This, it now seems, was the code to gain access to tunnel four that Martin Crossan from Stirling was asking for in issue 36.

A "The password gets you to a completed fourth world with access to the second special mission or final tunnel, with eleven lives and full weaponry. How's about that then?"
Long Cool Blackman. Nottingham

SLIGHTLY MAGIC

Q James Bachellier of Paignton was having more than his fair share of hassle thanks to the Codies.

A "After giving all three dragons their buckets of water, feeding Rocky with stones to make sparkly steps up the walls and picking up the flea collar, megaphone and skull, head to the east wing and down the ladder to Zip and Sir Rustalot. Jump on the ledge under the window and use your magnet to attract the pin beneath the ledge. Renegotiate the ladder for the Fright Spell, go back down to the Spooky Cellar and pop the bubble blocking your way with the pin. Now you can get the magic wand, but before you are able to cast spells you must read the spell book above the table in the Magician's Lab.

Back at the East Wing, Frighten away the ghosts and collect the ear. Keep your distance from Herbert and Hubert (down and along the ledges) otherwise they won't recognise you and'll tell you to clear off. Combining the Ear and the Megaphone to get the Hearing Aid and they will let you pass."
Charlotte Webb, Bolton and William Hancock (age 9), Guildford

LEGEND

Q A Mr L. A. Phips of Liskard enquired about the King's Permit back in issue 22, but for reasons which I don't think we need go into, I chose to file the reply I received inside a dirty sock under my bed and forget about it until I next bothered to clean my room. This cleaning of room business has now taken place, meaning that I am at liberty to disclose the reply.

A "You must stand the Runemaster on the White Damage Rune in the left corner of the screen and cast Missile, Healing and Damage. And, er, that's it.
Christian Summit, Croydon

MONKEY ISLAND 2

Q And finally, somehow a letter I knew the answer to (from Kieron Priestly of Somewhere) sneaked its way into Loose Ends two month's ago. That didn't stop half of the population of the Northern Hemisphere from writing in with the answer, though.

A "To get the Crypt Key from Stan's shop you must use the scream that results when you saw (with the saw from the shop on Booty Island) the peg-leg from the man to the right of the laundry (on Scabb Island) as a diversion to distract the Woodsmith for enough time to allow you to swipe the hammer and nails from his hut. Ask Stan to show you his deluxe coffin, then when he stops to show you how roomy it is, nail him in and swipe the key from behind the counter at your leisure.

To get into the cottage on Phatt Island you must use the banana with the metronome in the pub on Scabb Island to hypnotise Jojo the Monkey allowing you to pick him up and take him to use him with the pump at the waterfall on Phatt Island. This will drain all the water exposing a tunnel leading to the beach and in turn the cottage."
Natalie Bulmer, Shropshire (amongst lots of others)

**THE LAST RESORT,
AMIGA POWER,
30 Monmouth Street,
Bath BA1 2BW.**

What that? It's the address which you should send all your questions (marked 'questions') and answers (marked 'answers') to, stupid. Look forward to seeing you next month.

we've started, then. – Ed) Pause the game, hold down the left mouse button and press F1 for invincibility. Okay, Jonathan?

JURASSIC PARK

Q "We cannot find Lex."
Alex Marsden, Nottingham

A Have you looked in issue 36? I did. It says: "Climb the first set of stairs by pushing the block at the top of the flight of steps (second past the first Stegasaurus) off the south edge and along. Head east past the second Steg, up the steps, west, up, knock down the block to in turn shove off the edge of level. Back past the Steg give the block a westwardly heave then head up, west, up, east, north, west, across the bridge, northeast, across the second bridge and follow the path southeast to take the steps by the dinosaur. Push one block down, one east, and repeat above. Drag the block to get up the stairs to the northeast and west. Go northwest, run and fall off with the block as you push it over the west ledge, repeat twice more and before you can say Get A Back Issue you'll be standing on a stone bridge with Tim and Lex."

INDIANA JONES AND THE FATE OF ATLANTIS

Q "I've reached the broken Atlantean machinery, and I've got Soph locked in a cage. Now what?"
Adam Davis, Plymouth

A You need to fit the bronze-spoked wheel onto the front of the machine and tip a cup full of lava down the funnel at the front. To rescue Soph you'll need, for starters, to stick beads in anything that looks likely. Trap a crab using the bread and coldcuts from before in the rib cage to lure away the octopus, use the diagrams on the closed cupboard (the moon and star representing the crescent and bronze bronze gear, the circle the spoked-wheel and machine part – you'll need all these) to operate the statue and use the hinge pin to brace the cage.

OPERATION STEALTH

Q "Having got through the rat mazes I am now stuck in the bathroom with the guard. How do I get out?"
Paul Smith, Millom

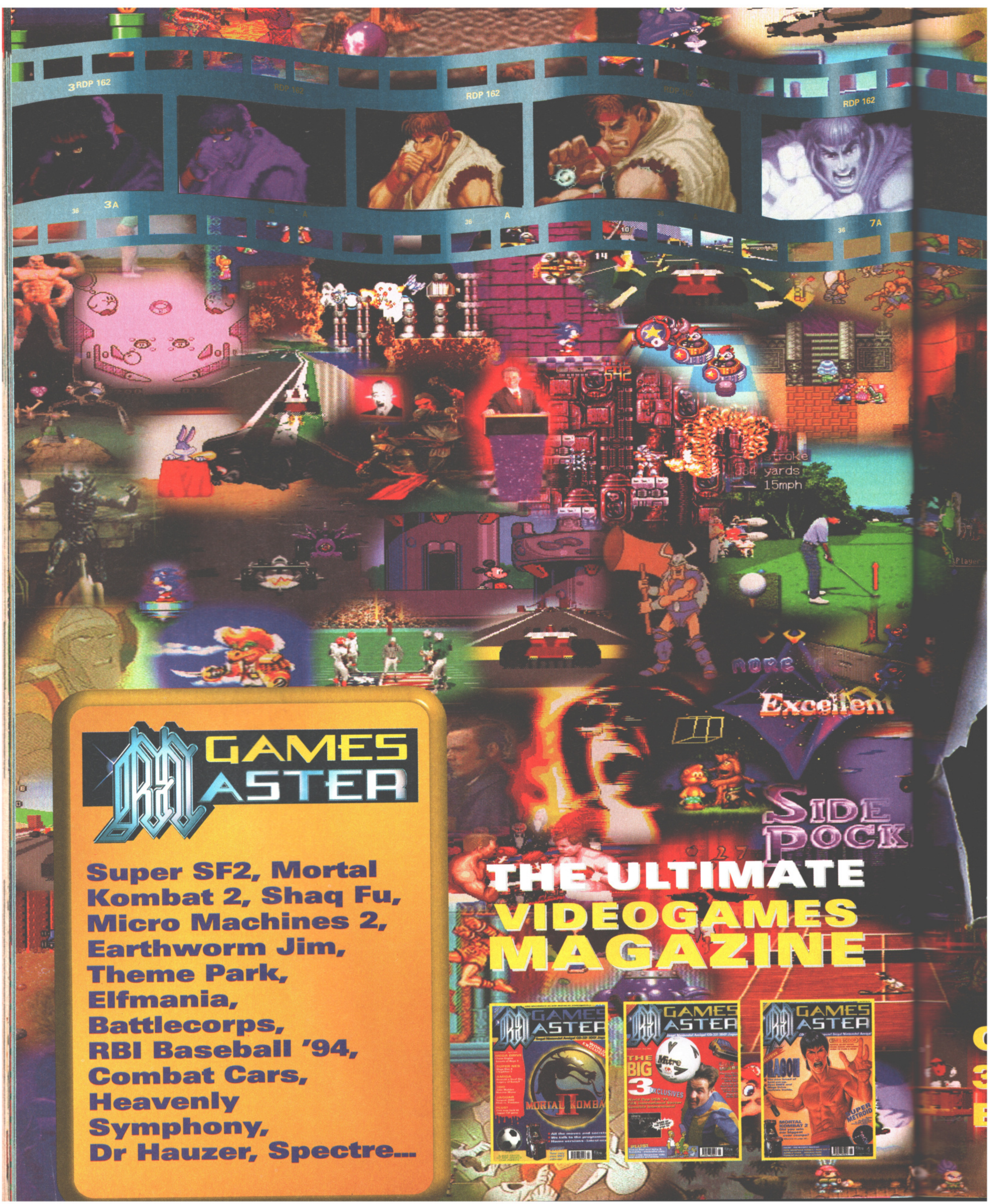
Q "I have collected the red carnation, pen, little box, watch, electric cable and razor but unfortunately I always get caught in my hotel room, gagged and dumped in the sea."
Joe Lamb, Winterbourne

A *We'll print a solution to this one day I swear.* Paul: Operate the soldier and examine his shoes to take his laces. Take the towel, and use it on the soldier. Use the laces on him, take his shoes, clothes and glass and exit. Joe: Operate the ground once for a piece of metal which you can use to cut your ropes, and again for a pick axe which can be used to bash through the section of the wall where the draught is coming in.

AFTERBURNER

Q "Is there a cheat?"
Stephen Hughes, Northern Ireland

A "Pause the game, Stephen, type THUNDERBLADE and unpause. Now 'G' replenishes your missiles, 'T' reduces them, '<' skips a stage, '>' jumps back a stage and 'N' gives extra lives. Simple huh?"


RDP 162
3A
7A
stroke
384 yards
15mph
Player
more
Excellent
SIDE
POCK

GAMES MASTER

Super SF2, Mortal Kombat 2, Shaq Fu, Micro Machines 2, Earthworm Jim, Theme Park, Elfmania, Battlecorps, RBI Baseball '94, Combat Cars, Heavenly Symphony, Dr Hauzer, Spectre...

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AND WIN A VIDEO RECORDER AND FIVE EPISODES OF IMPOSSIBLE MISSION! WITH MICROPROSE T-SHIRTS FOR THE RUNNERS UP!

Ram
Tasha
Felix

To mark the release of the spectacular *Impossible Mission 2025*, those big-hearted folk at MicroProse have given us a swish video recorder, five episodes of Impossible Mission to watch on it, and a whole pile of T-shirts. Unfortunately, though, we've got to give them all to you lot. But to be in with a chance of winning, you're going to have to undertake an 'impossible mission' of your own...

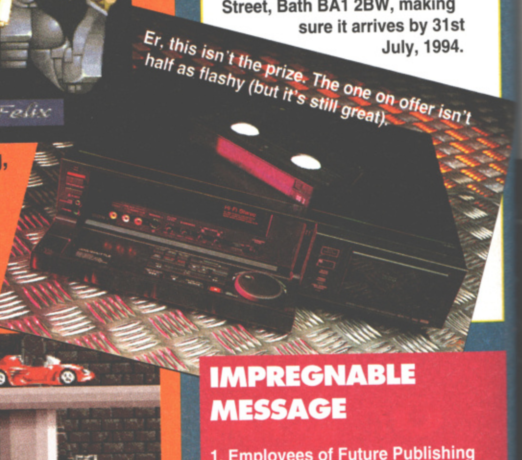
The winner gets the video recorder and the tapes (each emblazoned with the message "This tape will self-destruct in five minutes"), and ten runners up get a T-shirt each. So what about this 'mission'? It consists of a 'What If?' scenario. What if *Impossible Mission* hadn't, in fact, been called *Impossible Mission*, but something slightly different? How would the game have turned out? We've listed ten game descriptions, and we'd like you to work out the names of the games they're describing. Confused? Good.

All right then, here's an example: A game in which all sorts of bizarre events take place at a funeral parlour, but the undertaker doesn't bat an eyelid. The answer? 'Imperturbable Mortician'. Still baffled? Okay, we'll give you all the words you need – but jumbled up, with a few red herrings thrown in.

1. The hero is a shellfish who's permanently in tears.
2. Based around a waterproof glove with all the fingers joined together.
3. Stars a member of the Church of Jesus Christ of Latter-day Saints who's easily led astray.
4. Based on a tyre that's not bad, but has room to be enhanced.
5. Set in an flawless French house.
6. Takes place during treasonably heavy rain.
7. A version of a Chinese strategy game that can't be assessed.
8. The public are sceptical when genetic engineers develop a sheep whose meat actually tastes quite nice.
9. Features a stone-worker who isn't allowed.
10. Involves severe difficulty during a visit to the lavatory.

And the words you can choose from:
MARTEN MONSOON
IMPONDERABLE MITTEN
IMPLAUSIBLE MUSSEL
IMPERMISSIBLE MASTIFF
IMPRACTICABLE IMPLACABLE
MICHELIN MUTTON
IMPRESSIONABLE MARTEN
IMPROVABLE IMPEACHABLE
IMPECCABLE MORMON MACHINE
MAHJONG IMPASSABLE MOTION
MAISON IMPERMEABLE MASON
IMPALPABLE

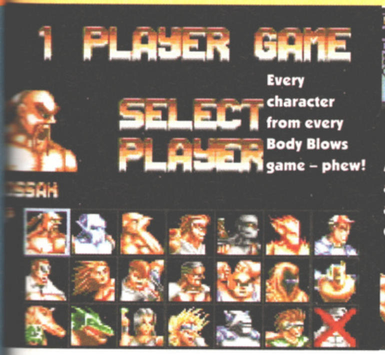
Write the ten answers on the back of a postcard, and send it to:
Nothing Is Impossible compo,
AMIGA POWER, 30 Monmouth Street, Bath BA1 2BW, making sure it arrives by 31st July, 1994.



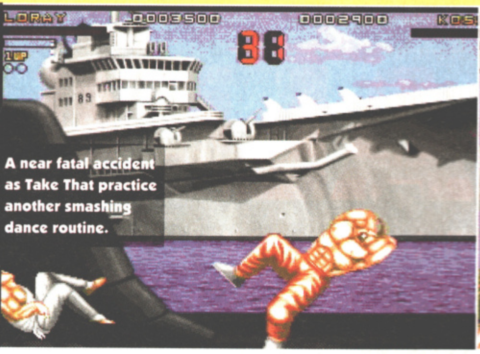
Er, this isn't the prize. The one on offer isn't half as flashy (but it's still great).

IMPREGNABLE MESSAGE

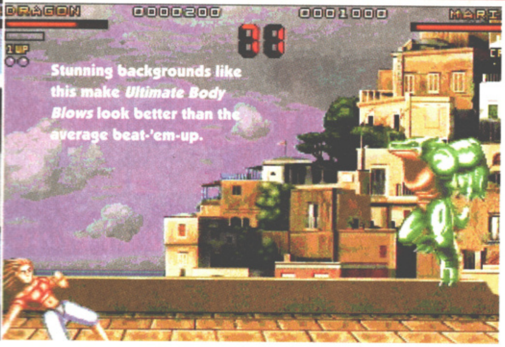
1. Employees of Future Publishing and MicroProse may not enter.
2. Entries arriving after 31st July 1994 will be declared void, and cast unto the wind.
3. The editor can be quite impossible sometimes, but his decision is final.



Every character from every Body Blows game – phew!



A near fatal accident as Take That practice another smashing dance routine.



Stunning backgrounds like this make *Ultimate Body Blows* look better than the average beat-'em-up.

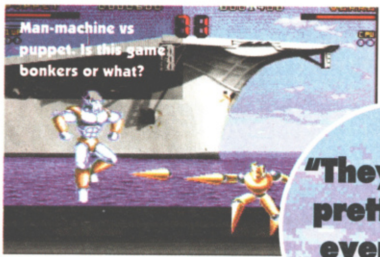
ULTIMATE BODY BLOWS

Is this the last one then, or what?

Game: Ultimate Body Blows
Runs on: CD32
Publisher: Team 17
Authors: Daniel Burke, Junior McMillan
Price: £29.99
Release: Out now

You've got to give Team 17 credit for one thing, at the very least – they're not afraid to go back to something and try to get it right at the second or third attempt. *Project-X* was significantly better in its second, sensible-difficulty-level life, and *Alien Breed* was distinctly zingier too (although *Assassin Special Edition* was worse than the original, but you can't win 'em all), and now the Wakefielders' third stab at *Body Blows* has finally provided us with the game it always promised to be.

Personally, and against the flow of AP office opinion at the time, I was never really convinced by *Body Blows*. The characters felt weightless and two-dimensional, the backdrops were largely flat and lifeless, and the control systems was too simplistic, taking away much of the skill required to play the game successfully. The sequel, *Body Blows Galactic*, introduced some crap alien characters, some even flatter backdrops, and slowed the game down by about 25% into the bargain (rumouredly a deliberate ploy by the programmers so players could see all the animation frames, for flip's sake). Tch. This time, though, despite *Ultimate Body Blows* being basically a combination of the previous two games, they've got pretty much everything right.



Man-machine vs puppet. Is this game bonkers or what?

JOYFUL

The single biggest thing *Ultimate Body Blows* has got going for it, obviously, is the CD32 joypad. Anyone trying to do a beat-'em-up with a standard one-button Amiga joystick is on a loser from the word go, but the CD32's got six buttons and they've been put to very intelligent use here, turning the game from a who-can-hit-the-fire-button-fastest? contest into a true test of skill. One button gives you kicks, one button is for punches, one button is for the special move and one button does blocks, with other hidden moves being found through various combinations of those buttons and joypad directions.

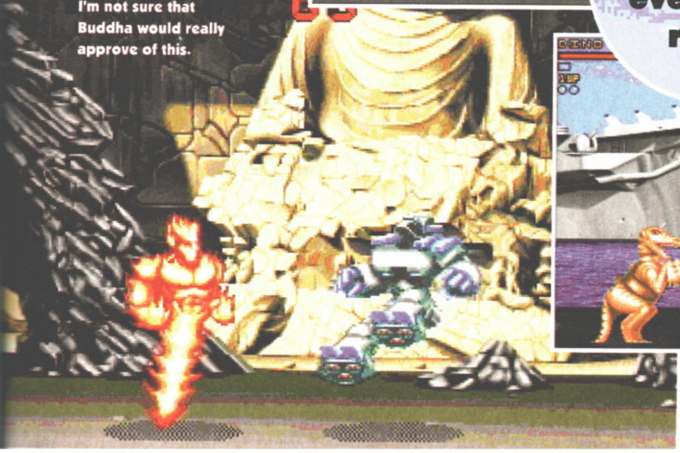
SCENERY

Curiously, though, and going against the normal grain of AP reviewing policy, one of the other most important features of *Ultimate Body Blows* is, or are, the new backdrops. I'll explain. It's not enough for a background to look pretty, it has to feel like it's part of the game as well. This is one of the biggest strengths of the likes of *Mortal Kombat* and *Street Fighter 2*. Now, some of *Elfmania*'s backdrops, for example, are very pretty in themselves, but in play they feel like the fighters are fighting in front of a painting of something. Here, (unlike the previous *Body Blows*) with the exception of Hai-Ti's waterfall scene, you actually feel like you're visiting the game's various venues, and it adds immeasurably to the atmosphere.

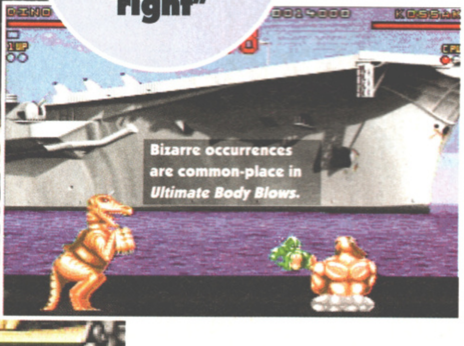
> "They've got pretty much everything right"

Otherwise, *Ultimate Body Blows* is largely the same as before, only better. You get 21 characters, 20 of which you can play in one-player mode (all 21 in two-player games), 12 locations, a useful one-bout-per-match option which makes for a tenser, zippier game, some really crunchy sound effects and crap music (natch). It doesn't quite have the wonderful malice of *Mortal Kombat*, but in every other way it's the Virgin game's equal. If you've got a CD32, you ought to have it.

● ***STUART CAMPBELL***



I'm not sure that Buddha would really approve of this.



Bizarre occurrences are common-place in *Ultimate Body Blows*.

UPPERS The six-button control is great, fast mode is extremely fast, the backgrounds are greatly improved and both the characters and their actions have some real weight.

DOWNERS A middle speed setting would have been nice, some slicker presentation wouldn't have hurt and the speech is so crap it would have been better left out completely. You'll have to buy an extra CD32 joypad to play the two-player game properly, which is a bit of a bummer.

THE BOTTOM LINE

The best *Body Blows* by a mile, much better than *Elfmania* (I'm surprised, at least), a smashing beat-'em-up in its own right, and Team 17's finest full-price moment to date.

86 PERCENT

A1200 For the AGA backgrounds and a slightly smaller number of opponents, check out *Body Blows AGA* in the budgets section.

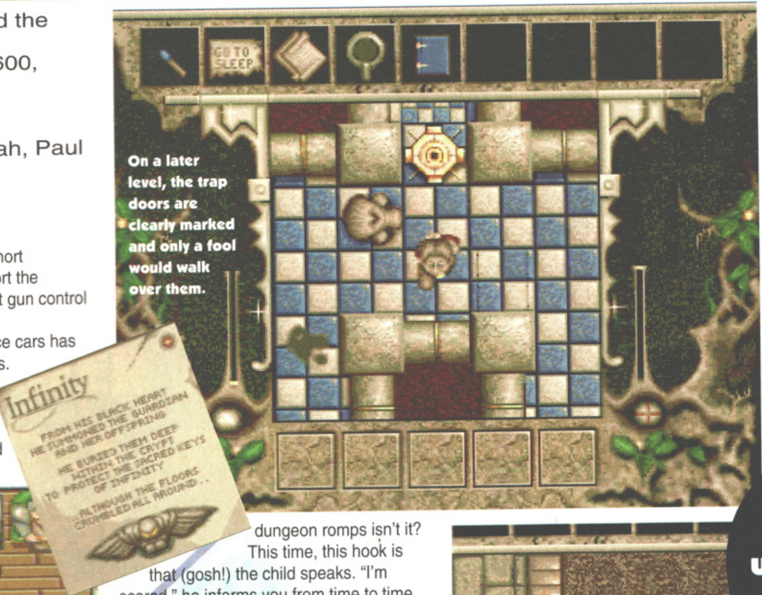
VALHALLA

Is this really where all heroic Vikings went? We think not.

Game: Valhalla and the Lord of Infinity
Runs on: A500, A600, A1200
Publisher: Vulcan Software
Author: Lisa Tunnah, Paul Carrington
Price: £29.99
Release: Out now

Here are just a few short arguments to support the continuation of strict gun control laws in Britain:

1. One out of every three police cars has been adapted to carry firearms. An armed policeman can be on the scene in less than 30 minutes. The general public don't need weapons to defend themselves.


On a later level, the trap doors are clearly marked and only a fool would walk over them.

Infinity
FROM HIS BLACK HEART
HE SUMMONED THE GUARDIAN
AND HER OFFSPRING
HE BURIED THEM DEEP
WITHIN THE CRYPT
TO PROTECT THE SACRED KEYS
OF INFINITY
ALTHOUGH THE FLOORS
CRUMBLED ALL AROUND...

Just to show you that I played the other levels, here he is falling to his death later in the game.

2. Tight control on existing firearms makes it hard for criminal elements to get their hands on untraceable weapons.

3. I was forced to play this game. It's my job. Installing it onto a hard drive was no problem, and I thought it would save me the hassle of swapping the seven disks around. I found that I couldn't jump past the intro, but there again, you always watch the intro on your first play of a game. You watch a little kid walk onto the screen, his flyaway hair bobbing around in an exaggerated manner. He stares up at you (it's a top-down adventure throughout, did I mention that?) and starts to talk.

I'M SCARED

He explains that his dad used to be a top king, but his big brother (the unbelievably named Lord of Infinity) took over in a bloody revolt that left the squeaky-clean monarch dead. So now he's come of age and returned from exile to avenge his father's death. Seeing as how he looks remarkably like a certain 'Spoilt' character from Viz, and he speaks in an annoyingly pre-pubescent squeak, I found his boasts of maturity to be a tad misleading.

So blah blah badguy, blah blah castle, blah blah quest. It's one of those dungeon romps isn't it? This time, this hook is that (gosh!) the child speaks. "I'm scared," he informs you from time to time, which is a bit crap considering his previous statements about righting wrongs and destroying evil. "It won't fit," he repeats, time after time as you wander aimlessly around trying to find something, anything, that the keys will fit. If you see a book and look at it, he informs you: "It's a book." If you see him pick it up, he tells you: "I've got it." No, really?

GIVE ME BLOOD

You amble through four levels, pulling levers, picking up torn pieces of paper that say things like "If you want to survive, you've got to look out for the..." and generally try and find keys that fit the doors, which curiously enough look exactly like barrels. It's barren, it's empty and I didn't run into any other living thing all the time I played it.

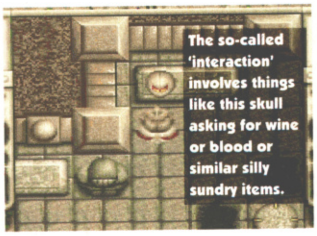
I'VE GOT IT

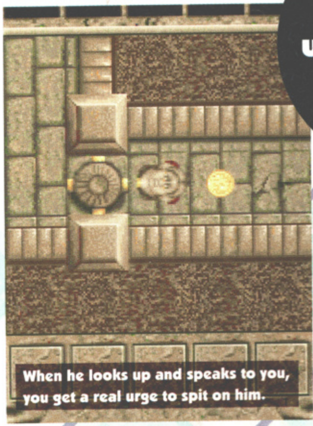
All this is irrelevant, because after 20 minutes, you'll only be aware of one thing, which is the number of times you die. Have you read Kangaroo Court on the news pages yet? Well do so, because it's all about how crap games are made harder by instant and unavoidable deaths. In this game, if you move onto the wrong floor tile, you die. It doesn't wobble and give you a second to jump off or anything, you just die. Now in some levels, the danger areas are obviously marked by cracks or hinge lines, but in others the pits are identical to the solid floor, and seeing as many rooms have only a single safe path through, gameplay is reduced to moving, saving the game, moving, falling to your death, reloading the saved game, and so on.

> "His dad used to be a top king"

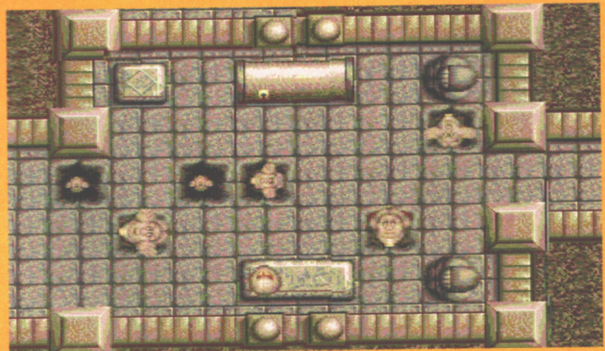
So what's all of this got to do with gun control? Well, the thing is that I love guns. I admire their flawlessly functional lines, their engineering and their power, and if someone stuffed a Browning Hi-Power in my hand right now after I've played this all day, there's a good chance I'd go out and do very Bad Things with it. I really am that wound up.

● *CAM WINSTANLEY*


The so-called 'interaction' involves things like this skull asking for wine or blood or similar silly sundry items.


When he looks up and speaks to you, you get a real urge to spit on him.

NOW THAT'S WHAT I CALL GAMEPLAY


Incredible though it may seem, these are just some of the entirely instant and unavoidable deaths in this room. You move, fall, die and have to reload. Fabulous.

▲ **UPPERS** Nice graphics, good sound. Great hair.

▼ **DOWNERS** Pretty much the rest of the game.

THE BOTTOM LINE

No matter how much you like adventures, no matter how intrigued you are by a talking game, no matter how much money you've got, don't waste any of it on this. It looks great, but so what? It's boring.

19 PERCENT

THE BOTTOM LINE

A1200 Equally pretty, but don't let that fool you. Listen to us. We know best.

THE INCREDIBLE CRASH DUMMIES

Not only storming up the charts but in a game too.

Game: The Incredible Crash Dummies
Runs on: A500, A600, 1200
Publisher: Virgin
Authors: Acclaim
Price: £25.99
Release: Out now

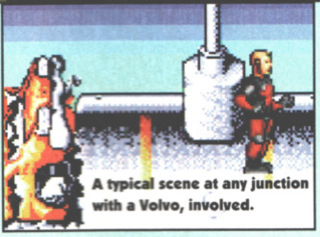
Bear in mind that *Crash Dummies* is aimed at kids around the age of fourteen (it's a console conversion) and you shouldn't have any trouble figuring out why it's so cack. Less than eight percent of AP readers are anywhere near that delicate stage of physiological chronological degeneration, so if you happen to be among that group, add another 20 per cent onto the score at the end of the review.

At this point, the question of what makes this game so bad fills up your backsack and demands emptying. *(Something to do with RPGs, probably. – Ed)*

LOOK OUT

The easiest answer is linearity. Seven linear levels in all. No puzzles to solve, no lateral thinking required, no great arcade skills required, no sense of involvement included and a general lack of addiction factor. Any one of the factors in that list is enough to mar a game. So, as you'll no doubt have concluded, just like the dummies of the title, the desire to continue playing the game falls apart and is never quite able to put itself together again. The first two levels are an insult to your gaming intelligence – a straight run-through against the clock, with various obstacles to traverse and a couple of vehicles to shoot or jump over – and the others are just an insult, period.

> "Never quite able to put itself together again"


A typical scene at any junction with a Volvo, involved.

LOOK OUT!

The purpose of the game is to guide your dummy to the End Zone of the level. There are various obstacles and objects in the way which are intended to slow down your progress. If you hit anything, you lose a leg; hit something else, you lose another leg. This results in the ludicrous scenario of being left with a torso that propels itself using its arms. You can even end up with a torso with no limbs whatsoever. In order to allay this (each limb-loss slows you down), there are screwdriver icons that you can run or jump through. These restore an appendage. So say you had just lost a leg. Running through a screwdriver would restore it.

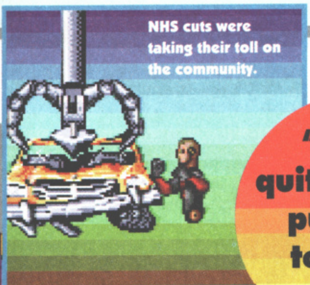
One of the annoying things about these screwdrivers is that they aren't saveable, so even if your dummy is whole and complete and you run through a screwdriver and then immediately lose a limb, that's it gone. You can't restore the limb until you come across another screwdriver. It might not sound like a problem, but it's very annoying, and in the later levels when things start to get a tad difficult, being able to save up the screwdrivers would be appreciated.

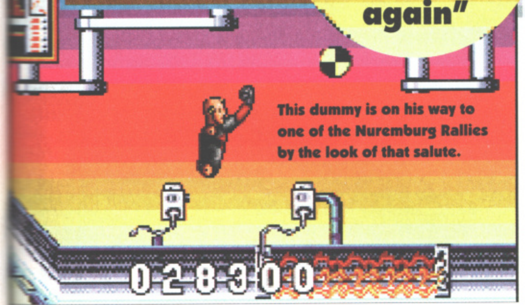
Every time you lose a life, all obstacles and creatures that inhabit the surreal dummies world are reset and you start at the beginning of the level again. A pointless and frustrating mechanism I'm sure you'd agree.

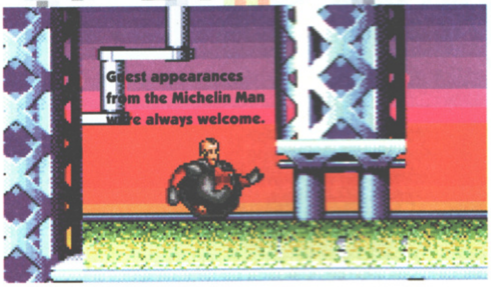
AAARGH

In way of conclusion, I've got say that the game isn't a complete and utter wreck. It'll probably appeal to the Volvo drivers among gameplayers. But, having said that, I suggest you get it out of my braking distance before I gleefully run it over.

● *STEVE McGILL*


NHS cuts were taking their toll on the community.


This dummy is on his way to one of the Nuremburg Rallies by the look of that salute.


Guest appearances from the Michelin Man were always welcome.

CRASH DUMMIES

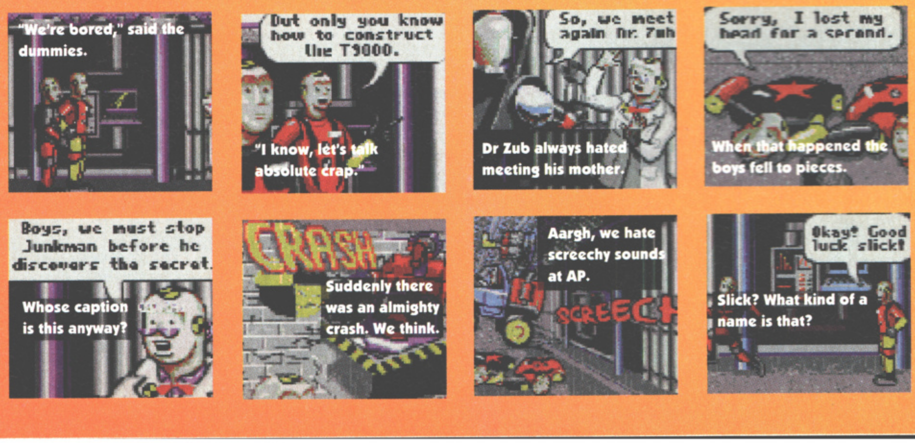
UPPERS You don't actually have to own a Volvo to drive this game.

DOWNERS Linearity. No puzzles. Nothing engaging about the game. Some irritating game mechanics.

THE BOTTOM LINE
Dummies has worn shock absorbers and no road sense.
52 PERCENT

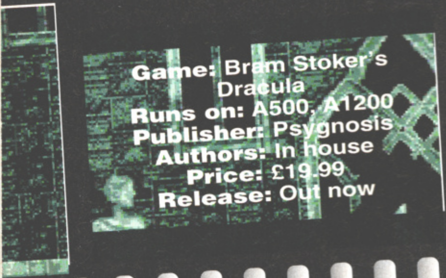
THE BOTTOM LINE
A1200 Not one whit of difference I'm afraid to report. I've seen better looking PD games.

INTRODUCING...

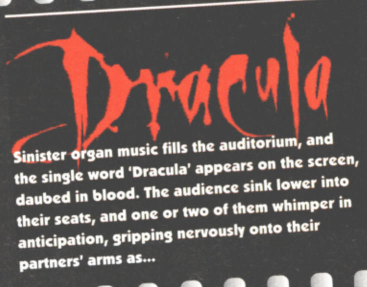

"We're bored," said the dummies.
"I know, let's talk absolute crap."
Dr Zub always hated meeting his mother.
When that happened the boys fell to pieces.
Whose caption is this anyway?
Suddenly there was an almighty crash. We think.
Aargh, we hate screechy sounds at AP.
Slick? What kind of a name is that?
Dut only you know how to construct the T9000.
So, we meet again Dr. Zub
Sorry, I lost my head for a second.
Boys, we must stop Junkman before he discovers the secret.
CRASH
SCREECH
Okay! Good luck slick!

DRACULA

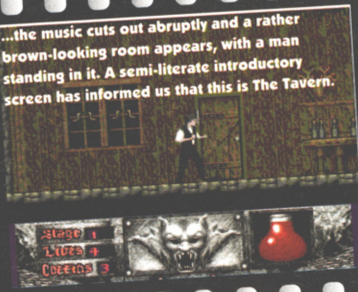
The house lights dim, popcorn cartons are placed under seats, and a hush descends...



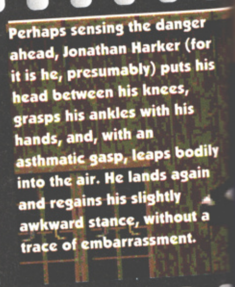
Game: Bram Stoker's Dracula
Runs on: A500, A1200
Publisher: Psygnosis
Authors: In house
Price: £19.99
Release: Out now



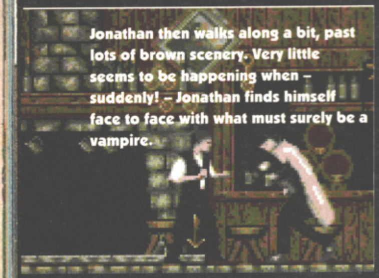
Sinister organ music fills the auditorium, and the single word 'Dracula' appears on the screen, daubed in blood. The audience sink lower into their seats, and one or two of them whimper in anticipation, gripping nervously onto their partners' arms as...



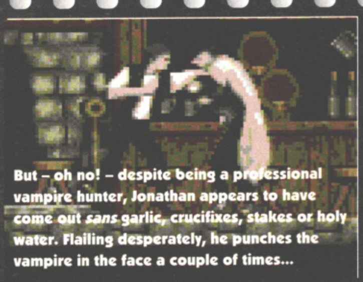
...the music cuts out abruptly and a rather brown-looking room appears, with a man standing in it. A semi-literate introductory screen has informed us that this is The Tavern.



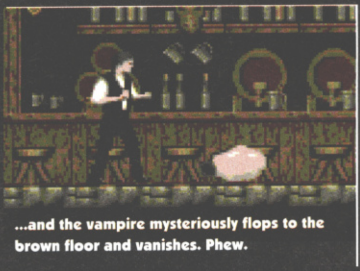
Perhaps sensing the danger ahead, Jonathan Harker (for it is he, presumably) puts his head between his knees, grasps his ankles with his hands, and, with an asthmatic gasp, leaps bodily into the air. He lands again and regains his slightly awkward stance, without a trace of embarrassment.



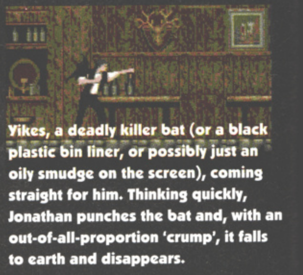
Jonathan then walks along a bit, past lots of brown scenery. Very little seems to be happening when – suddenly! – Jonathan finds himself face to face with what must surely be a vampire.



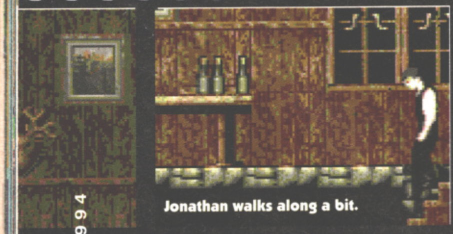
But – oh no! – despite being a professional vampire hunter, Jonathan appears to have come out *sans* garlic, crucifixes, stakes or holy water. Flailing desperately, he punches the vampire in the face a couple of times...



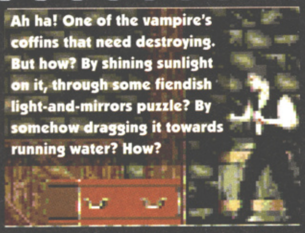
...and the vampire mysteriously flops to the brown floor and vanishes. Phew.



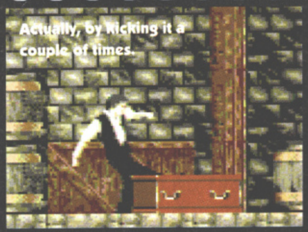
Yikes, a deadly killer bat (or a black plastic bin liner, or possibly just an oily smudge on the screen), coming straight for him. Thinking quickly, Jonathan punches the bat and, with an out-of-all-proportion 'crump', it falls to earth and disappears.



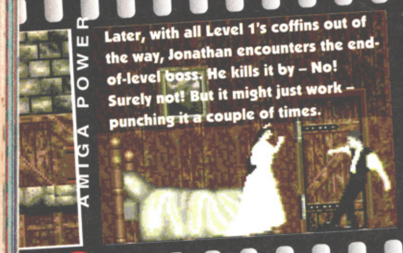
Jonathan walks along a bit.



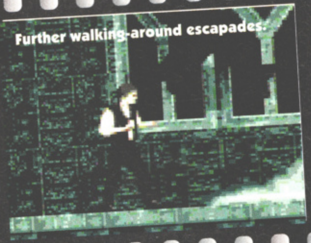
Ah ha! One of the vampire's coffins that need destroying. But how? By shining sunlight on it, through some fiendish light-and-mirrors puzzle? By somehow dragging it towards running water? How?



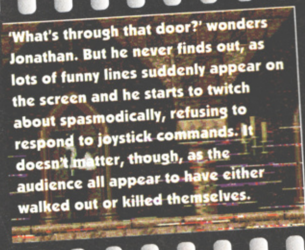
Actually, by kicking it a couple of times.



Later, with all Level 1's coffins out of the way, Jonathan encounters the end-of-level boss. He kills it by – No! Surely not! But it might just work – punching it a couple of times.



Further walking-around escapades.



'What's through that door?' wonders Jonathan. But he never finds out, as lots of funny lines suddenly appear on the screen and he starts to twitch about spasmodically, refusing to respond to joystick commands. It doesn't matter, though, as the audience all appear to have either walked out or killed themselves.

UPPERS Easy to get into?

DOWNERS Level after level of unchanging, tedious, unimaginative walking-around-hitting-things gameplay without a trace of the film's storyline or atmosphere. Murky backdrops. Silly animation and ridiculous sound effects. Little evidence of debugging. And it's all brown. Except for the grey bits.

THE BOTTOM LINE

Incredibly poor. After eight seconds of playing this you'll have seen all that *Dracula* has to offer.

14 PERCENT

THE BOTTOM LINE

A1200 Incredible as it may seem, *Dracula* is just as ludicrously slack on the A1200 as on any other machine.

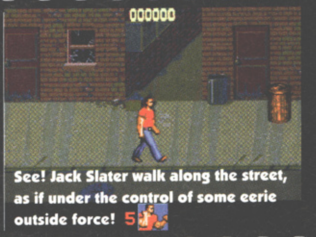
● *JONATHAN DAVIES*

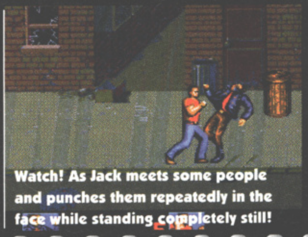
SCHWARZENEGGER
LAST ACTION HERO
ADMIT ONE · SUMMER 1993 · RESERVED
HELP!

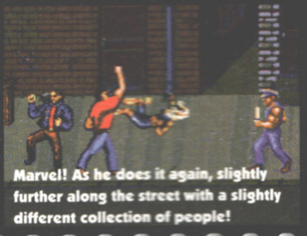
And you, yes, YOU'VE got your very own ticket!

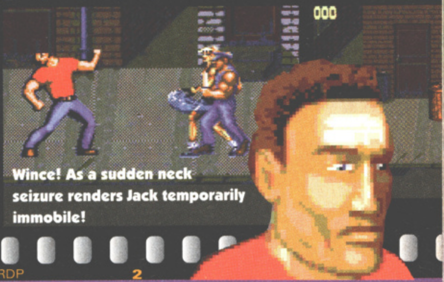
IT'S... THE LAST ACTION HERO!

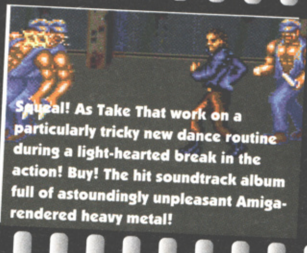
Game: The Last Action Hero!
Runs on: A500, A600, A1200!
Publisher: Psygnosis!
Authors: The Dome!
Price: £19.99!
Release: Out now!

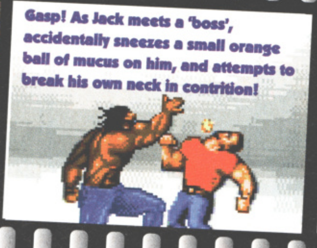

See! Jack Slater walk along the street, as if under the control of some eerie outside force!

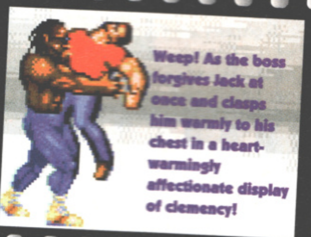

Watch! As Jack meets some people and punches them repeatedly in the face while standing completely still!

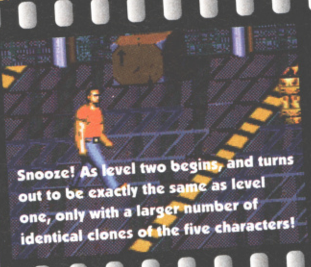

Marvel! As he does it again, slightly further along the street with a slightly different collection of people!

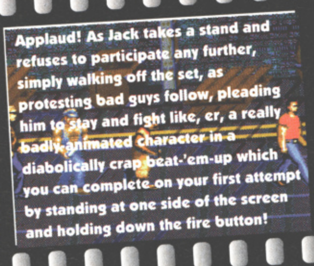

Wince! As a sudden neck seizure renders Jack temporarily immobile!

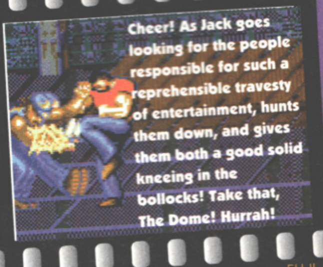

Squeal! As Take That work on a particularly tricky new dance routine during a light-hearted break in the action! Buy! The hit soundtrack album full of astoundingly unpleasant Amiga-rendered heavy metal!


Gasp! As Jack meets a 'boss', accidentally sneezes a small orange ball of mucus on him, and attempts to break his own neck in contrition!


Weep! As the boss forgives Jack at once and clasps him warmly to his chest in a heart-warmingly affectionate display of clemency!


Snooze! As level two begins, and turns out to be exactly the same as level one, only with a larger number of identical clones of the five characters!


Applaud! As Jack takes a stand and refuses to participate any further, simply walking off the set, as protesting bad guys follow, pleading him to stay and fight like, er, a really badly-animated character in a diabolically crap beat-'em-up which you can complete on your first attempt by standing at one side of the screen and holding down the fire button!


Cheer! As Jack goes looking for the people responsible for such a reprehensible travesty of entertainment, hunts them down, and gives them both a good solid kneeing in the bollocks! Take that, The Dome! Hurrah!

● STUART CAMPBELL

UPPERS You must be joking.

DOWNERS Sorry, but I finished this on my first game, and there was no way on Earth I was playing right through it again to get screenshots of the other three levels. They're exactly the same with slightly different graphics, alright?

THE BOTTOM LINE

Staggeringly poor beat-'em-up that doesn't even give you the chance to walk from location to location by yourself. Stand still and hold down the fire button and you'll deal with absolutely everything that comes your way, bosses included. At least as bad as *Dangerous Streets*, and both Psygnosis and The Dome should be utterly ashamed of themselves.

3 PERCENT

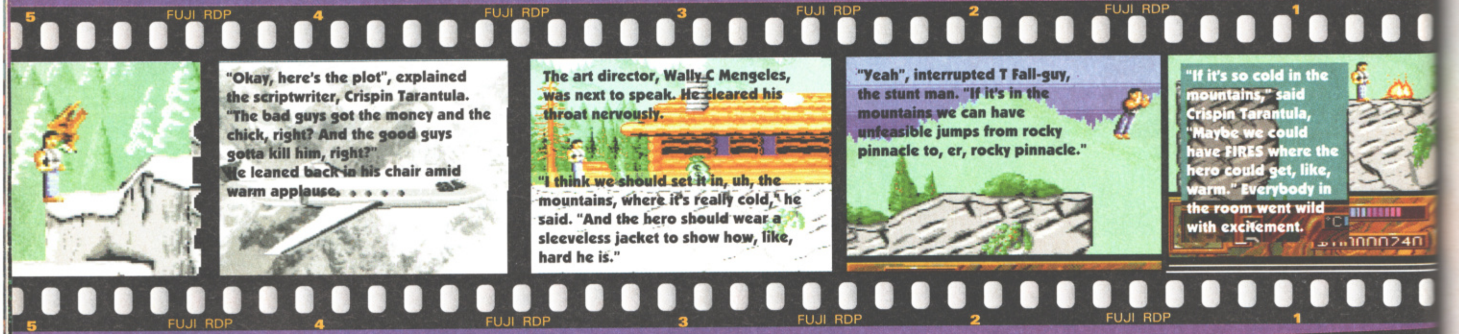
THE BOTTOM LINE

A1200 Completely fail to be surprised! As it's exactly the same in every conceivable way!

CLIFFHANGER

Hollywood. In the plush offices of movie producer Cecily V DeBille, a creative team is assembled to discuss a new project.

Game: Cliffhanger
Runs on: A500, A120
Publishers: Psygno
Authors: Spidersoft
Price: £19.99
Release: Out now



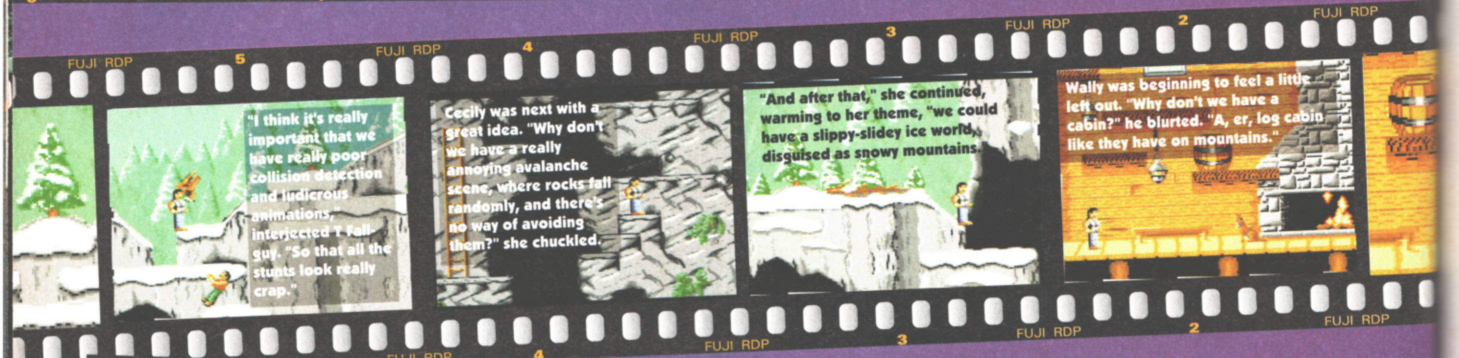
"Okay, here's the plot", explained the scriptwriter, Crispin Tarantula. "The bad guys got the money and the chick, right? And the good guys gotta kill him, right?" He leaned back in his chair amid warm applause. . . . .

The art director, Wally C Mengeles, was next to speak. He cleared his throat nervously.

"I think we should set it in, uh, the mountains, where it's really cold," he said. "And the hero should wear a sleeveless jacket to show how, like, hard he is."

"Yeah", interrupted T Fall-guy, the stunt man. "If it's in the mountains we can have unfeasible jumps from rocky pinnacle to, er, rocky pinnacle."

"If it's so cold in the mountains," said Crispin Tarantula, "Maybe we could have FIRES where the hero could get, like, warm." Everybody in the room went wild with excitement.

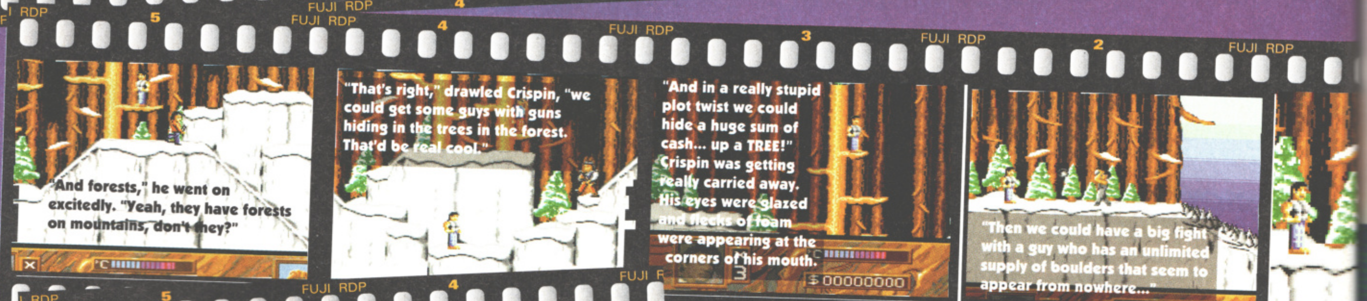


"I think it's really important that we have really poor collision detection and ludicrous animations," interjected T Fall-guy. "So that all the stunts look really crap."

Cecily was next with a great idea. "Why don't we have a really annoying avalanche scene, where rocks fall randomly, and there's no way of avoiding them?" she chuckled.

"And after that," she continued, warming to her theme, "we could have a slippy-slidey ice world, disguised as snowy mountains.

Wally was beginning to feel a little left out. "Why don't we have a cabin?" he blurted. "A, er, log cabin like they have on mountains."

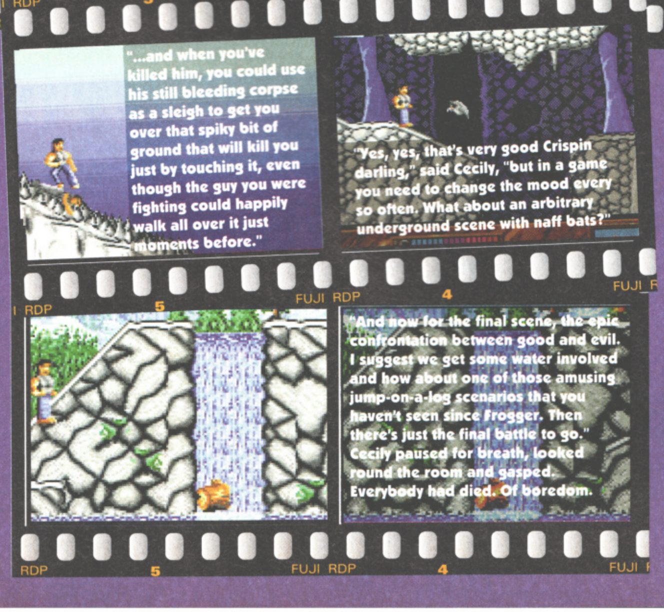


"And forests," he went on excitedly. "Yeah, they have forests on mountains, don't they?"

"That's right," drawled Crispin, "we could get some guys with guns hiding in the trees in the forest. That'd be real cool."

"And in a really stupid plot twist we could hide a huge sum of cash... up a TREE!" Crispin was getting really carried away. His eyes were glazed and flecks of foam were appearing at the corners of his mouth.

"Then we could have a big fight with a guy who has an unlimited supply of boulders that seem to appear from nowhere..."



"...and when you've killed him, you could use his still bleeding corpse as a sleigh to get you over that spiky bit of ground that will kill you just by touching it, even though the guy you were fighting could happily walk all over it just moments before."

"Yes, yes, that's very good Crispin darling," said Cecily, "but in a game you need to change the mood every so often. What about an arbitrary underground scene with naff bats?"

"And now for the final scene, the epic confrontation between good and evil. I suggest we get some water involved and how about one of those amusing jump-on-a-log scenarios that you haven't seen since Frogger. Then there's just the final battle to go." Cecily paused for breath, looked round the room and gasped. Everybody had died. Of boredom.

UPPERS Well, it's just about a playable game. But I really *do* mean 'just'.

DOWNERS Awful collision detection, bad graphics, crap sound and it'll only take you four hours to finish it. And that's if you're patient enough to.

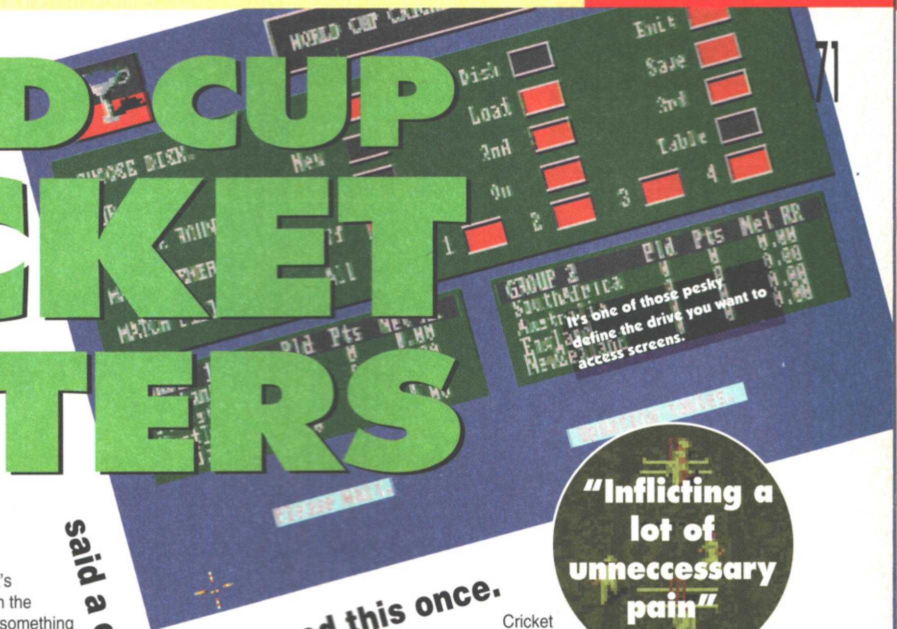
THE BOTTOM LINE Cliffhanger? No it isn't. Don't buy it, you'll only encourage them to bring out more of this sort of unmitigated rubbish. And I don't think any of us want that.

19 PERCENT

THE BOTTOM LINE **A1200**
What do you expect? That's right. Zero difference. It's uncanny, isn't it?

● STEVE FARAGHER

WORLD CUP CRICKET MASTERS



It's one of those pesky define the drive you want to access screens.

Swear allegiance to no master said a chap who played this once.

Game: World Cup Cricket Masters
Runs on: A500, A600, A1200
Publisher: ESP Software
Authors: Edward Hayes
Price: £24.99
Release: Out now

"A fantastic graphical and/or tactical representation of Cricket that has been completely written by a traditional fan." So runs the description in the advertising blurb for this unfortunate alleged cricket simulation from ESP. The only thing fantastic about the graphics is that someone had the brass neck to call them fantastic in the first place.

PANAMA

Now before I get accused of being out and out nasty or picky or smartassish or whatever, I'd be the first to admit that the use of a word like 'fantastic' is totally subjective. Some people out there can get all hot and bothered and excited about cubist art. Me, I think it's hilarious that anyone in the world anywhere takes something like cubism seriously. And that's what I thought about the use of the word fantastic to describe the graphics in this game. They can't be serious. It has to be a joke.

For a start, the little men look like user-defined graphics from a Spectrum game – incidentally fact fans, this game has been written in Amos and it's probably the worst advert for the programming language I've ever seen. The animation of the men must take up about four frames max. The effect is comical when they run onto the pitch. They look as if they're clenching something extremely tightly between their buttocks. And it seems to be inflicting a lot of unnecessary pain on the poor blighters.

It's not just the graphics that are to blame for the overall shoddiness of the game, either. The point and click front end leaves a lot to be desired. Can you really trust the integrity of the programming when you have to click on a box to tell the game that you want it to access data from floppy or hard disk? This box permeates just about all of the options menus and its presence offends my sensibilities.

Let's delve further and look at the game from the following point of view. It costs 25 quid. For that you get a 20-page, fanzine-style instruction manual and two disks. The graphics are shoddy and the gameplay non-existent, for example to bowl you combine a couple of right mouse clicks with a left mouse click inside a cross-hair cursor and then watch the proceedings from there. Fielding is automatic and carried out by the computer. This might seem like a good thing, but wait until the computer decides for the fourth time that the wicket keeper has dropped a potential catch. Infuriating, irritating and irksome are three adjectives that trip easily off of the tongue when pondering the meaning of World Cup Cricket Masters' existence.

"Inflicting a lot of unneccessary pain"

STUMPED

Now I want to feel that I've got my money's worth – something boring marketing types would label 'perceived value'. The only perception that *Cricket Masters* gives is one of boredom.
But it's worse than that. Take a look at the statement at the beginning of the review again. Apparently this game has been: 'completely written by a traditional fan', whatever that means. If, as I suspect it does, this is supposed to imply authority and that the game has worth to traditional cricket fans, then ESP should think again about selling it. It's an embarrassment and an overpriced rip-off.

Cricket fans are far better catered for with *Graham Gooch's World Class Cricket*. It's got groovy graphics and involving gameplay. And what's more, it's entertaining and worth the money. If only the same thing could be said about *World Cup Cricket Masters.*

● ***STEVE McGILL***

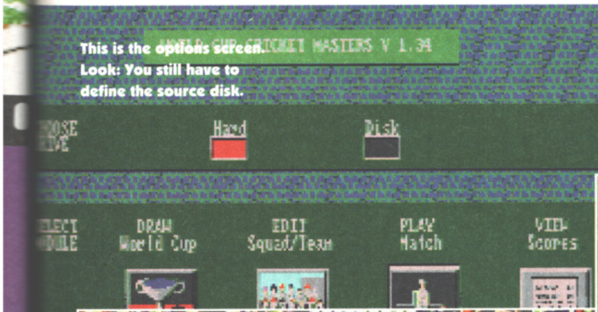
UPPERS Seriously, there aren't any.

DOWNERS The graphics, the animation, the gameplay, the user-interface, the asking price. The complete lack of any saving grace whatsoever.

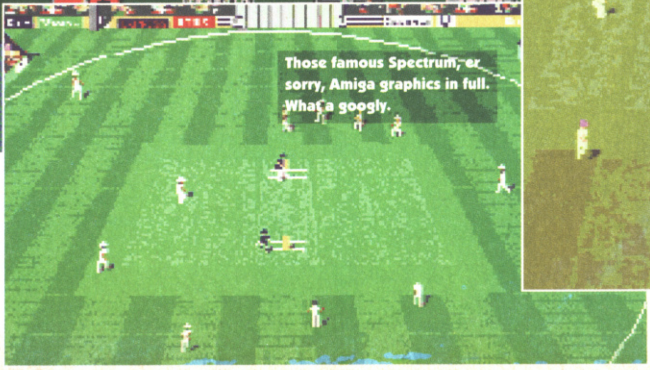
THE BOTTOM LINE
It's a restatement of the conclusion, but cricket fans would be far better off obtaining a copy of *Graham Gooch's World Class Cricket.* It, at least, knows how to entertain.

14 PERCENT

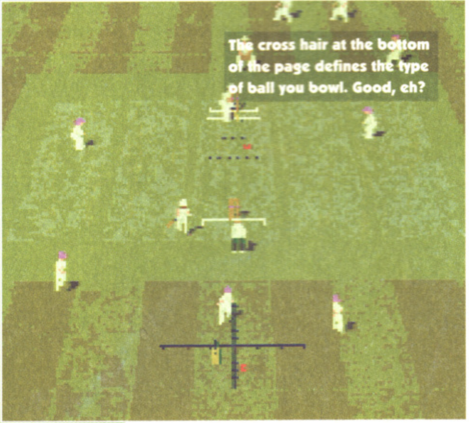
THE BOTTOM LINE
A1200 Let's be honest about this. There's nothing that the mighty A1200 could do for this effort.



This is the options screen. Look: You still have to define the source disk.



Those famous Spectrum, er sorry, Amiga graphics in full. What a googly.



The cross hair at the bottom of the page defines the type of ball you bowl. Good, eh?

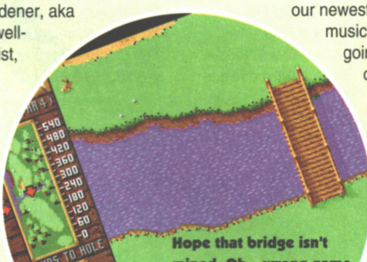
DIARY OF A GAME

SENSIBLE GOLF

BY SENSIBLE SOFTWARE
PART 2 – MAY 1994

Cruising down the highway with David Byrne, Tina Weymouth and the rest of the Talking Heads as they crank out It's A Wild Wild Life... Hi. My name's Dr Martyn Lunn and I'm Project Manager for Sensible Software. And as I travel to Sensible HQ (hidden deep in the countryside), I enjoy the only chance I get to relax before... Well, let's take today, for example. (Wiggle your fingers and wave them in front of your face and make Twilight Zone sounds like a Wayne's World flashback.)

Cool. My new chair has arrived. I get it set up and read some mail. Then, Barron from Thor Video arrives with a VGA/Video card for one of the PCs in the network. Nick Gardener, aka Andy Pandy, the well-known graphic artist, has been working on a real cool top secret project that we're dumping onto video. Hence the VGA/Video card. We can also use it to dump live video onto the PC and send Amiga graphics (IFF or Anim) through the net into the PC and onto video. Yes, true, we could dump from the Amiga, but it would be more time-consuming when the time came to transfer the PC graphics to the Amiga.



Hope that bridge isn't mined. Oh – wrong game.

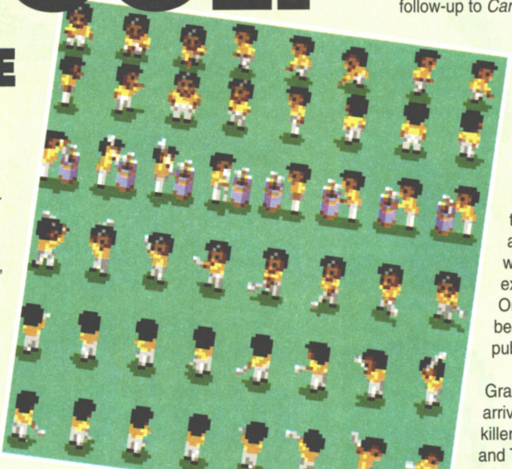
BEER

Disaster strikes as Barron has a problem with the memory on the PC. Graham Boxall at Renegade calls regarding *Sensible Soccer*, and this means I have to make some suggestions to Chris Chapman, aka Chappers. Chris is the programmer responsible for *Sensi Soccer* and *Mega-lo-Mania*.

Talking to John Hare, aka Jops, as soon as he pulled up in his mafia staff car, as it's about the only time I get a chance to talk to him. (In fact, I saw Jops once in the afternoon and once at about 8.00pm.) Then I get a call from Jonathan at AMIGA POWER to tell me that I've got to write this story and have it ready for tomorrow!

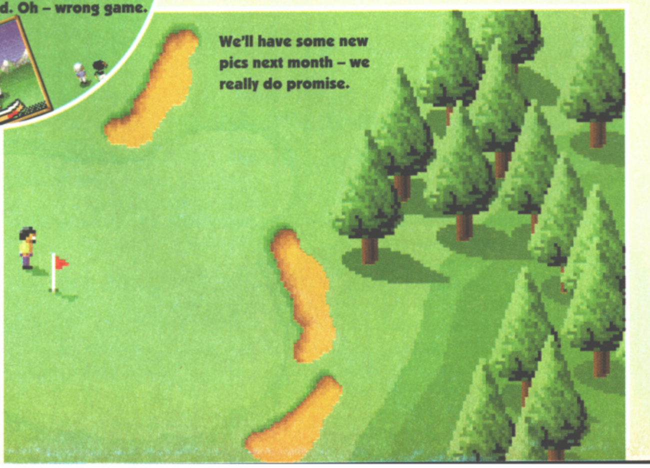
BEER

Got the memory sorted out on Nick's PC. Now, if I can just sort out some books on C for Chris Denman, aka CD. CD is our newest programmer/musician/whatever's-going-this-week, and one of the people who supply most of the foodstuffs. If it wasn't for Seedy and his food, I strongly believe people would starve overnight here at Sensible.



Hmm. This little fellow again. Nice animation, though, eh? Lots of frames.

Starting to freak out, as I'd been waiting for David Korn, aka Ubik of *Sensible Soccer* fame, to show up and make some updates to the game. But he went to a festival in the Forest of Dean last weekend, and people are starting to drop like flies all over the UK because of some bacteria that is supposed to come from the Forest of Dean area. Narley stuff...



We'll have some new pics next month – we really do promise.

Saw a cool game Chris Yates, aka Sir or Master, is working on. It's like a shoot-'em-up where you have aliens in spaceships that move from left to right as they come down the screen to get you, and you have to shoot them as fast as you can, and they get faster the fewer there are which means they get to you quicker and it's harder to shoot them. Way cool. We also threw the idea of an AGA version of *Sim Ant* about, but after seeing this shoot-'em-up I'm not so sure...

BEER

This part of the day is the busiest, and most of it is a blur. Ventured into the smoking room to have a talk with Jools and Noddy. They live in this dark, smoke-filled room that smells like a Turkish wrestler's tobacco pouch, and where the music is so loud that hard drives crash due to the amount of bass that Jools and Noddy kick out of the speakers. John Lilley, aka Noddy, the graphic artist who's working on the follow-up to *Cannon Fodder*, was hard at it. (Staring into the screen blanker, that is. He reminded me of Aldous Huxley and The Doors of Perception. It was as if I could see the ideas flooding out of the cathode ray tube and into his mind. It was a way cool experience to behold. Or it may have been because he went to the pub at lunchtime...)

Our Silicon Graphics Indigo II has arrived, along with some killer software from Alias and The Speed. I wanted to fondle and play with the Silicon for a while, but I was swamped and a queue was forming. So I went in search of Stuart Cambridge, aka Stoo, who, when he's not doing the graphics for *Sensible Golf* or *Sensible Soccer*, is probably out at a train station. Stoo's a keen train spotter, and has an anorak and flask to prove it. When he's not out trainspotting he produces screen shots like the ones you see with this article.

At 4.30pm I go to get Jops and Noddy from the pub where they'd taken refuge from the phone to work on some levels of *Cannon Fodder: Mother Of All Battles* or whatever we decide to call it. I got a sandwich and some milk and ended up bringing both home and having lunch at 10.00pm followed by tea at 11.30. It's now 2.00am and I have to get up at 7.00 to repeat my journey into work again, so I shall wish you all a good night. Long live the Amiga...

Martin Lunn
Project Manager,
Sensible Software

(Er, sorry. Think of it more as a fascinating glimpse into life at Sensible Software. We'll have some extra-good stuff about Sensible Golf *next month. – Ed)*

GET PREVIOUS WITH TEAM 17!!

AND WIN A CD32 WITH ULTIMATE BODY BLOWS! PLUS LOADS OF OTHER TEAM 17 STUFF!

TO THE VICTOR, THE SPOILS

We're giving away another CD32 this month? Blimey. With a freshly-minted copy of Team 17's 86% rated *Ultimate Body Blows*? Lorks a-lummy. And five bundles of *Apidya*, *Arcade Pool* and *Assassin Special Edition* for some lucky runners up? Sounds too good to be true, doesn't it?

Well, yes, but we love to pamper you, and thanks to that lovable, beer swilling, fast living buncha guys from Wakefield, that's exactly what we're offering YOU the readers. All you have to do is prove that you're as hard and Joe Rocky tough as Team 17 by placing yourself in these true-to-life situations and using your skill and judgement to choose the best outcome of each fracas. Here's a hint – think "What would Team 17 do?"

TO THE VANQUISHED, SOME GERMOLENE

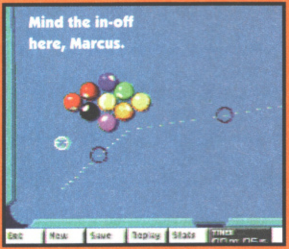
1. While at a computer show, you and your 200 dead hard mates meet the AMIGA POWER team in the cafeteria. After you tell them that *Kick Off 2* is "miles better than *Sensi*", and that *Frontier* is "a landmark product in video game history", they begin to get agitated. You then ask for cheats for *Shadow of the Beast 2*, causing them to advance menacingly. Do you:
A. Get stuck in. After all, there are only seven of them?
B. Run away. After all, they are the mightiest beings ever to produce a computer games magazine?
C. Escape to a safe distance and then taunt them with jibes about their on-sale date?
D. Get your head kicked in?

2. You're walking home with your date, the international top lass Elle Macpherson. Two streets away from her third-floor council flat, you run into five old class mates who start telling stories about how you used to wear national health glasses and how your mother dressed you funny. So you:
A. Take out the ring leader with a well placed rabbit punch to the gall bladder?
B. Plead with them pathetically and offer them money to shut up?
C. Pretend to be Swedish, and lead Elle away muttering Abba lyrics?
D. Get your head kicked in?

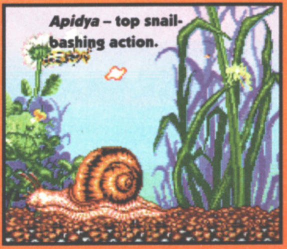
3. Wandering the deserted streets of Wakefield at 3am, you come upon a strange sight. Team 17's Martyn Brown is being set upon by a fat Japanese bloke in a nappy, a cute girl with meaty thighs and a bra on her head, and some jerk in red pyjamas called Ken. Do you:
A. Take out the weirdies with a dazzling display of the South American dance-based martial art Caporia in the hope that Martyn will buy you a pint?
B. Join the three in the hope of getting a snog off the scantily clad babe?
C. Realise that Martyn's so hard that he doesn't need any help, and carry on your merry way?
D. Get your head kicked in? By everyone.

That Martyn Brown – he's a hunk.

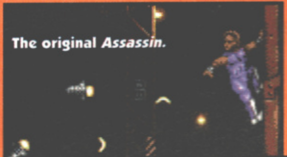
"He falls over if you look at him hard enough."



Mind the in-off here, Marcus.



Apidya – top snail-bashing action.



The original *Assassin*.

A M

To the Compo, Some Rules

1. Employees of Future and Team 17 can't enter. The same goes for bare knuckle fist fighters and genuine Ninjas.
2. Any entries that reach us after July 30th will be taken down a dark alley and repeatedly called 'soft lad.'
3. The Editor's decision will be, as usual, completely final.
4. Send your entries on postcards or the back of sealed envelopes to 'Didn't you spill wor lasses pint having first looked at it and called it a puff? Or what? You starting? Outside now, you girl' competition, AMIGA POWER, 30 Monmouth Street, Bath, BA1 2BW. We won't open letters with the compo inside. We'll throw them away. Without a second thought.

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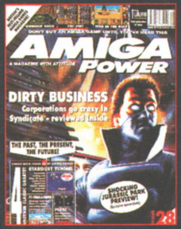
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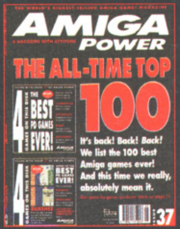
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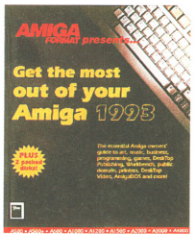
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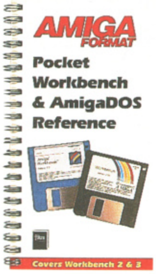
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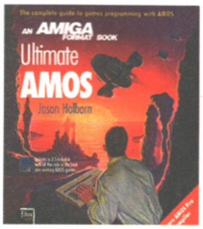
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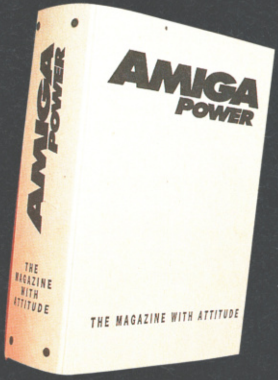
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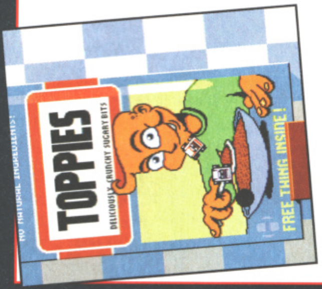
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SERIOUS BACKGAMMON

Game: Serious Backgammon 1.1
Runs on: A500, A600, A1200
Publisher: Tower Software, PO Box 9, Gosforth, Newcastle Upon Tyne, NE3 1QW
Price: £10
Release: Out now

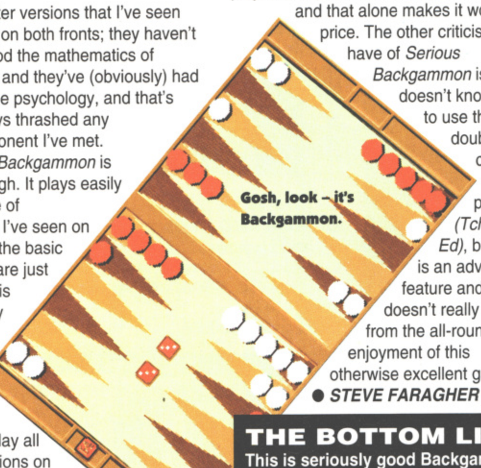
I've got a confession to make here. I love Backgammon. I spent three solid years playing it when I was supposed to be doing a degree, staying up late at night with disreputable characters and gambling away my grant.

Consequently I've played just about every computer version of Backgammon there has been. And I can tell you that there's one uniting feature about them all – they're crap. Backgammon is a game of enormous subtlety, the playing of which requires a peculiar combination of exact mathematical understanding and blind intuition. It's not enough just to understand the maths, sometimes you have to ignore it. The computer versions that I've seen have suffered on both fronts; they haven't fully understood the mathematics of Backgammon and they've (obviously) had no sense of the psychology, and that's why I've always thrashed any computer opponent I've met.

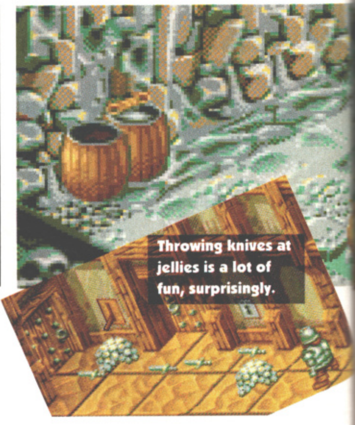
Serious Backgammon is different, though. It plays easily the best game of Backgammon I've seen on a computer – the basic mathematics are just right. *Serious* is also extremely well presented, having a myriad of options that allow you to play all kinds of variations on the basic game.

However, the game engine only plays one style of Backgammon and you will, therefore, in time learn how to beat it fairly consistently. But when you get to this point, you'll be a better Backgammon player than you were when you started, and that alone makes it worth the price. The other criticism I have of *Serious Backgammon* is that it doesn't know when to use the doubling cube properly (*Tcha. – Ed*), but this is an advanced feature and doesn't really detract from the all-round enjoyment of this otherwise excellent game.

● ***STEVE FARAGHER***


Gosh, look – it's Backgammon.

THE BOTTOM LINE
This is seriously good Backgammon at a seriously reasonable price. Put togther that's got to make up an offer that's really difficult to refuse.
85 PERCENT


Throwing knives at jellies is a lot of fun, surprisingly.

CADAVER & PAYOFF

Runs on: A500, A600, A1200
Publisher: Kixx XL
Price: £14.99
Release: Out now

Cadaver is an early offering from the wonderful Bitmap Brothers. It's an isometrically-viewed role-playing game in which you take the starring role of Karadoc the Dwarf. Karadoc's mission in life is to navigate and negotiate his way through hundreds of puzzle, trap and monster-filled rooms as he tries to find the mysterious Castle Wulf. Once there he must slay the obligatory evil-necromancer-with-a-silly-name, Dianos.

The character is easy to control with

APIDYA

Game: Apidya
Runs on: A500, A600, A1200
Publisher: Team 17
Price: £10.99
Release: Out now

Just not quite making it into the top ten of this year's AMIGA POWER All-Time Top 100 (and it would've got away with it, too, if it wasn't for that meddling *Pinball Fantasies*), *Apidya* is the 11th best game on the Amiga, and also the machine's finest horizontally-scrolling shoot-'em-up. It hasn't been surpassed since it was originally reviewed way back in AP13.

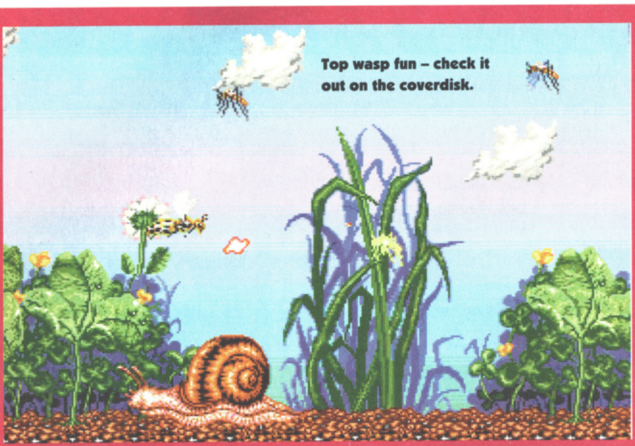
Certainly, it's hard to think of a more potent beast to be in control of than a wasp. (Much better than a boring old spaceship.) And what better place to start your mission than a nice garden, on a glorious summer's day? As you fly along, you'll be attacked by fellow invertebrates, all armed to the teeth, as well as small feral mammals. Knock out a whole wave of baddies and little flowers will be released. These are power-ups, and will boost your ship's capabilities in a way that'll be familiar to anyone who's played coin-ops like *Nemesis* or *R-Type* – speed-up, bombs, two-way laser, extra-powerful bullets, drone ships (one of which can be controlled by a second player, interestingly) and so on.

Later levels take place in a pond, a sewer and a futuristic mecha-world (there are five worlds altogether, with around three levels on each), and all look absolutely gorgeous, with delicious backgrounds and highly-detailed (if occasionally a bit small and weedy) sprites. I'm not too sure about the music, though, it sounded like a lot of beeping and funny noises to me, although it's certainly better than you normally get.

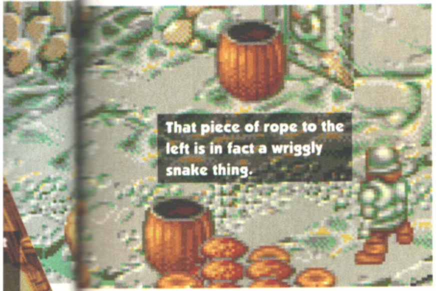
In terms of look and feel, *Apidya* can clobber anything on the Mega Drive or SNES, and it's intensely playable, too. Your wasp feels exactly right to control; the enemy attack patterns have been perfectly designed to make your life hell while always giving you a fighting chance; the screen is constantly awash with baddies; and it's got a get-sightly-further-each-time-you-play factor that makes it impossible to stop trying.

And its new, impossibly low price of £10.99 has got to be worth a couple of extra percent on top of the 89 it got originally. Truly, we've never had it so good, eh?

● JONATHAN DAVIES


Top wasp fun – check it out on the coverdisk.

THE BOTTOM LINE
Apidya has to be the best shoot-'em-up on the Amiga and now it's selling at an almost embarrassingly low price. If you don't snap up a copy now, you're obviously beyond all help.
91 PERCENT



That piece of rope to the left is in fact a wriggly snake thing.

a number of icons selected by the joystick. There're all the standard 'pick-up', 'drop', 'read' and 'eat' commands, and the game is heavily reliant on the find-object, take-object, use-object-in-a-lateral-thinking-sort-of-way and collect-reward method. This can get a little tedious.

The game looks a little old-fashioned but is very atmospheric and you quickly get interested and involved. The sounds are nothing original, but help the game along acceptably. The puzzles are set at a reasonable level of complexity and won't have you tearing your hair out unneccesarily.

As an added bonus the game comes complete with *The Payoff*, which is a set of bonus levels that follow Karadoc's story after he returns from the successful completion of the first adventure. The graphics in this section have been nicely tweaked and all the action takes place in and around the village of Wulfheim.

All in all this a fine little game that'll keep you off the streets for several nights and is highly recommendable at the price, especially with the bonus levels.

● ***STEVE FARAGHER***

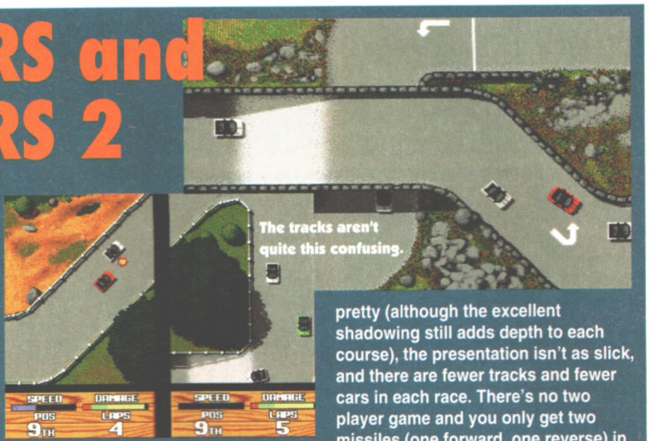
THE BOTTOM LINE

Slightly archaic but nonetheless fun. Hundreds of rooms to explore and a spot-on difficulty level. The game mechanism wears a little thin with time.

77 PERCENT

SUPERCARS and SUPERCARS 2

Runs on: A500, A600, A1200
Publisher: GBH
Price: £7.99 and £9.99 respectively
Release: Out now

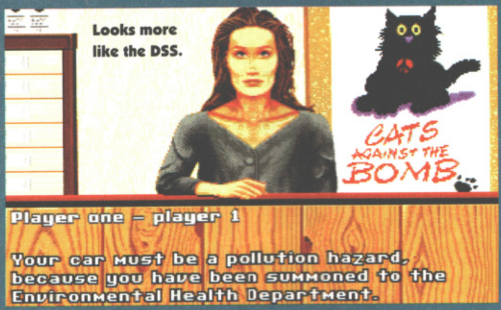


The tracks aren't quite this confusing.

Have we done these before on budget? The general consensus of opinion is that we have, but no one can find the reviews. Weird. Anyhow, they've both turned up together this month and are being sold completely separately of each other, but it seems a bit silly and wasteful to do two completely different reviews.

Being all unconventional, I'll go with *Supercars 2* first. Obviously it's the newer product, a fact that's mirrored by the extra two quid, the two-player option and loads more courses and add-ons than *Supercars*. Both games are Supersprint racing games – that is, you view the race from a top-down view – and both games are pepped up by having lots of crashes and explosions and rockets and things. All of this auto destruction and fireworks seems a tad incongruous with the intro screens of young, good-looking happy folk cheering you on, but that hardly matters in the game.

In each race, you start off last on the grid and have to bump, drive or shoot your way through the pack to get the chequered flag. Getting placed in the top few gets you points and also prize money, which is important as you've got to repair, re-arm and power up your car. This continuity between races is further heightened by odd between-game bits where you're quizzed on the Highway Code and anti-social driving habits and either fined or rewarded accordingly.



Player one – player 1

Your car must be a pollution hazard, because you have been summoned to the Environmental Health Department.

Looks more like the DSS.

It's good fun, but it quickly becomes obvious that if you struggle through the pack and blast the lead cars with rockets, there's a good chance of you winning most times, and there are so many cars in each race that sometimes it's impossible to avoid all the rockets and mines, resulting in stop/start gameplay as your car explodes and reappears on the track a few seconds later. The much trumpeted two-player option's a bit naff too, as you simply can't see far enough ahead, although if you learned the tracks, I suppose you could get round that one.

***Supercars*, by comparison, seems a bit bland. The graphics aren't as pretty (although the excellent shadowing still adds depth to each course), the presentation isn't as slick, and there are fewer tracks and fewer cars in each race. There's no two player game and you only get two missiles (one forward, one reverse) in each race. Out of the two, though, this is the one I'll be playing in the future for the simple fact that the races are better. You can still improve your chances by blasting the leaders, but working through the pack's trickier, and when cars are blasted out of the race, they clutter the track and create extra obstacles. I loved this game, and my only gripe is that although you can race the nine tracks in any order to get to the next league, the last one you race is always made artificially hard. But it is two quid cheaper.**

● CAM WINSTANLEY

THE BOTTOM LINE

***Supercars* is more of a straightforward driving skills test, with lots of fast and frantic action round hard corners. The better of the two for straightforward racing fans.**

Supercars

89 PERCENT

Supercars 2

***Supercars 2* offers two-player action and a more rough and tumble, *Battlecars* type game.**

82 PERCENT

DUNE

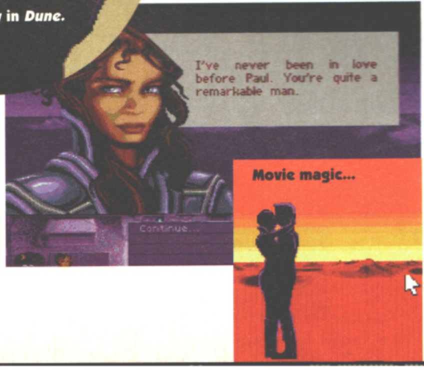
Runs on: A500, A600, A1200, A3000
Publisher: Hit Squad
Price: £14.99
Release: Out now

An example of the wonderful cinematography in *Dune*.

Dune is the sort of game I'd normally hate. It's a graphic adventure with a linear plot. Go there. Do that. Come back. Get this. Take it there. Come back. Not my idea of fun at all. But *Dune* is somehow special, and I love it. It's got a lot to do with the truly splendid graphics (I really want to strangle the weasly Emperor every time I see him) and a bit to do with the strategy sub-game. Let me explain.

Fans of Frank Herbert may like to skip this paragraph. The plot is concerned with your arrival on the planet Dune to mine the incredibly expensive drug Spice, which is essential to long-distance space travel. As Paul Atreides you must win over the local inhabitants (the Fremen) and unite them in driving your enemies, the Harkonnens, off the planet.

The strategy game involves you flying around the planet in your ornithopter recruiting Fremen and getting them to mine Spice or to train as soldiers. Fremen groups come in different sizes and there's a large element of resource management as you move the Fremen from Spice mines that are running dry to the new ones that you're, hopefully, discovering. Later in the game the strategy element expands as you become involved in combat with the Harkonnen forces.



I've never been in love before Paul. You're quite a remarkable man.

Movie magic...

The other half of the game is a straightforward graphic adventure that feeds into the strategy element, providing you with equipment such as Spice harvesters and atomic weaponry, as well as information.

What makes the game work so well is the seamless way that the two strands of the game are woven together. Unlike any other game that I've seen that tries to replicate a 'film' feel, *Dune* actually succeeds in its ambition.

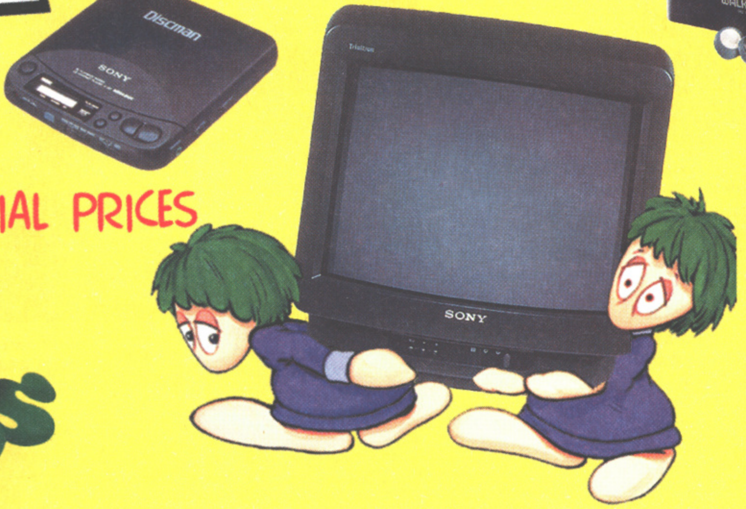
● ***STEVE FARAGHER***

THE BOTTOM LINE

***Dune* features mesmerising graphics and an excellent plot. The gameplay can get a little bit repetitious, but you'll be so engrossed by the atmosphere that you won't care. This is truly an excellent value game and recommended.**

85 PERCENT

THE PRIZE GUYZ



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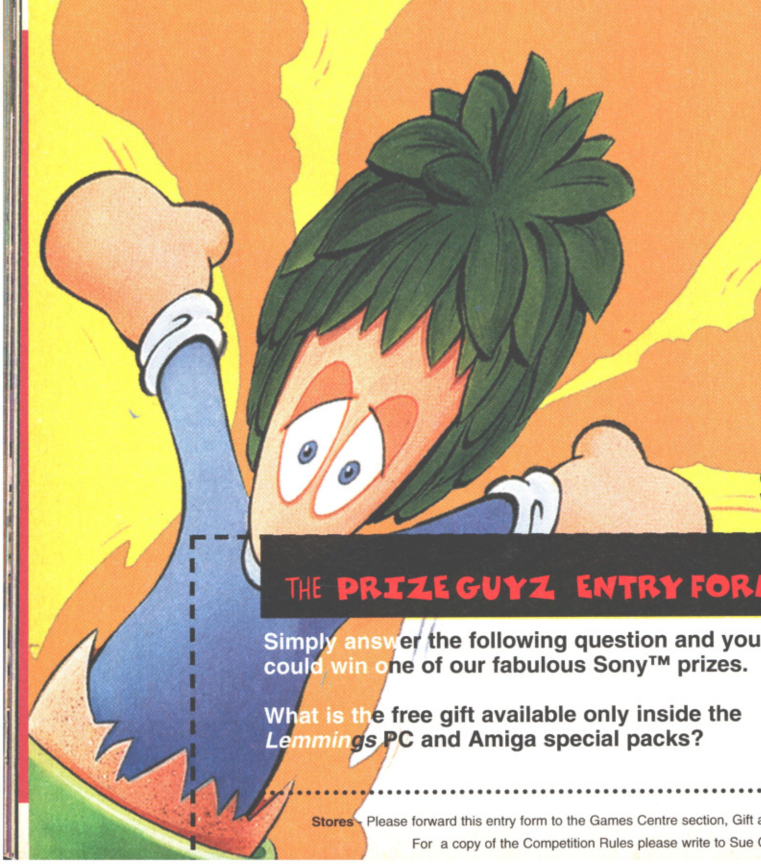

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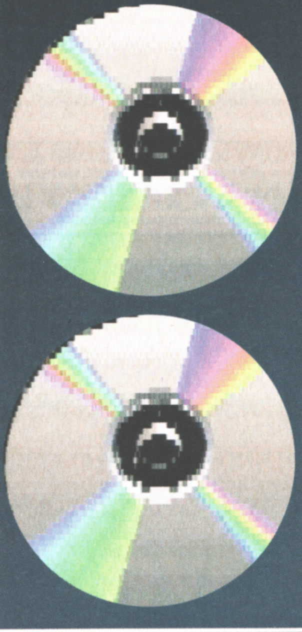
☐ Hoi Mindwarp
☐ Hoi Planet Groove
☐ AGA Manga Slides (4)

HI-HO SILVER LINING

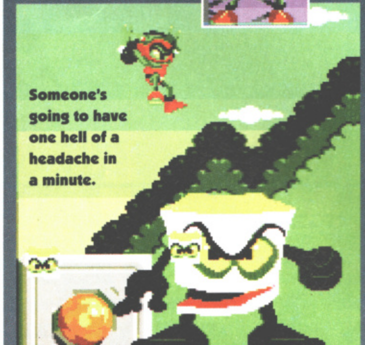
Stuart Campbell clutches his joypad lovingly to his chest and checks out this month's Amiga-to-CD32 updates.



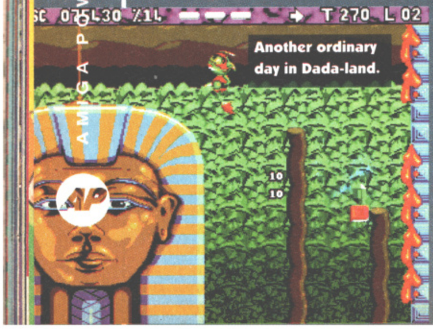
ZOOL 2

Gremlin, £29.99
A1200 version: 87% AP37

As we said last month, every version of *Zool* seems to improve slightly on the previous one. I thought the original was a bit rubbish, frankly, but the simple addition of some zippy sound and pretty backgrounds in the 32-bit versions pepped it up considerably. The A500 *Zool 2* was better again, but pretty dull-looking, then the A1200 version put some better sound and backgrounds in again, and things were groovy. Now the CD32 port's here, with all the A1200 improvements plus some bits of ray-traced animation and, most importantly, a whole new three-level world called Paper Plains. It's not a very good world, to be honest, and coming right at the beginning it doesn't help *Zool 2*'s previously-mentioned slow start much (the original first world is a bit crap, but things get much better later), but it does make the game a bit bigger and more interesting and it's very easy to get through, so it's not exactly a hold-up. It's not good enough to garner this version any extra marks, though.



Someone's going to have one hell of a headache in a minute.

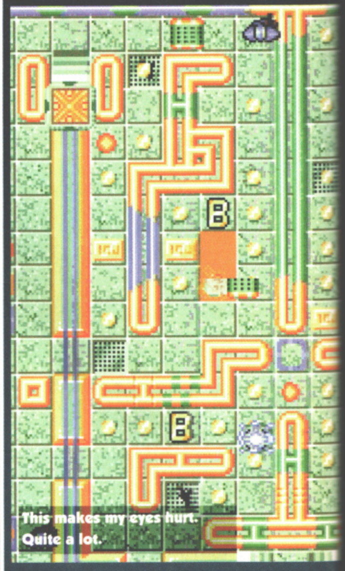


Another ordinary day in Dada-land.

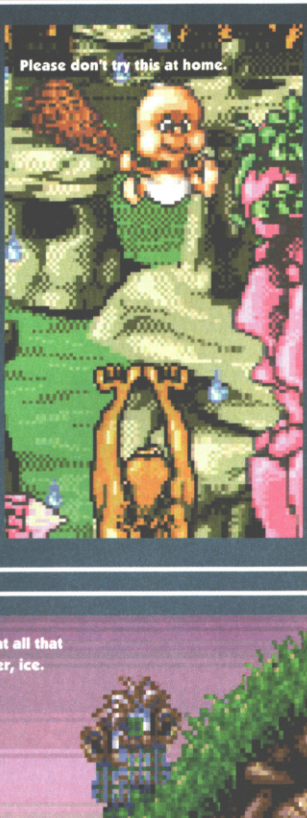
THE BOTTOM LINE

CD32 The traditional slight improvements (with reservations) continue – one day *Zool*'s going to be in an absolute stunner, but this is pretty darn fine. And I don't care what anyone says.

87 PERCENT



This makes my eyes hurt. Quite a lot.



Please don't try this at home.

Gosh look at all that fire... and, er, ice.

FIRE & ICE

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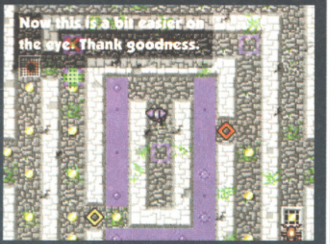
MEAN ARENAS

ICE, £25.99
Amiga version: not reviewed
Due to various internal misunderstandings we never got the chance to review this when it originally came out on floppy disk, but now it's on CD32 and luckily, it's exactly the same (right down to showing a picture of a floppy disk when it accesses the CD), so we can finally find out what it was we missed.

What we missed was a *Pac-Man*-derived maze game in that old deadly-future-game-show setting, with power-ups and weapons and teleports and all that kind of stuff, but still basically *Pac-Man*. It's not too prettily put together, with lots of disk accessing and half-heartedly tatty presentation, but the actual game is playable and addictive in a neat old-fashioned sort of way. Not much use of a CD32, but not bad either.


Now this is a bit easier on the eye. Thank goodness.

THE BOTTOM LINE

CD32

Don't expect any technical wizardry from this one, but expect a simple fun maze game and you won't be disappointed.

78 PERCENT

CHUCK ROCK 2 – SON OF CHUCK

Core Design, £29.99
Amiga version: 83% AP24
Not many of this month's games actually change month in the trip to the CD format, but *Chuck Rock 2* is at least graced with the addition of the best intro sequence we've seen so far. It's neat and cartoony and Core have obviously employed some kind of proper actor to do the voice-over instead of just using the managing director's mum, as usually seems to happen. It's a fab intro, but I can't quite spot what Cam saw in this slow, stickily-controlled, uninspired platform game first time round to award it an uncharacteristically generous 83%. He doesn't even like cutesy platformers, you know. Some of the big dinosaurs are nicely animated, but that's hardly enough in the style-conscious nineties, is it?

An internal misunderstanding. Today.

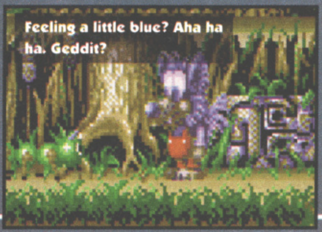
THE BOTTOM LINE

CD32

It really is a great new intro, but otherwise I can't help feeling we overrated this quite drastically first time round. Cute but dull platforming.

64 PERCENT

Renegade, £24.99
Amiga version: 88% AP14
Much like the original *Zool*, *Fire & Ice* was a cute platform game that fell down somewhat through having empty colour-graduated backdrops that looked empty, cheap and a bit nasty, and hence not at all cute. It's taken two years for things to change, but now the game boasts a full complement of pretty parallax-scrolling scenery (as well as an infinitely welcome fire-button-jump option), and it's all the better for it. The game itself is sweet (starring, as it does, the inestimably cuddly Cool Coyote) but tricky to the point of extremely bad language and petulance, and I like it. Alright?


Feeling a little blue? Aha ha ha. Geddit?

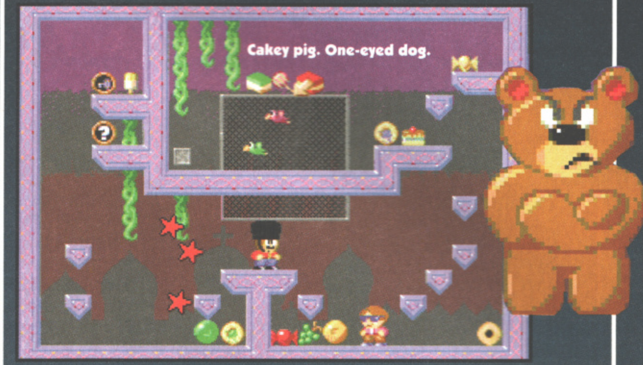
THE BOTTOM LINE

CD32

A bit expensive for a two-year-old, but a more than welcome addition to the already-growing ranks of CD32 platformers.

79 PERCENT

NAUGHTY ONES


Cakey pig. One-eyed dog.

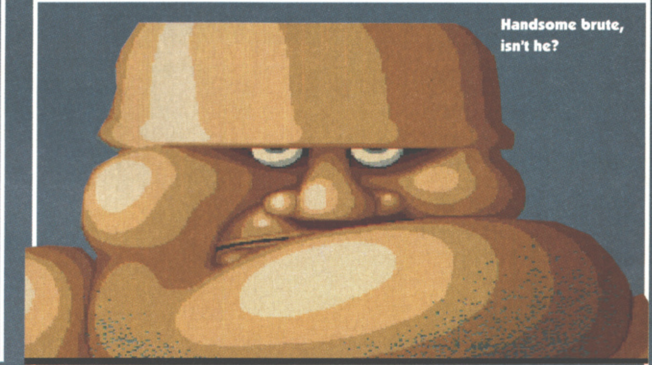
Interactivision, £25.99
Amiga version: 90% AP36
Curiously, and for no good reason I can put my finger on, this fab little *Bubble Bobble* derivative is the first Amiga game I've played that's less fun on the CD32 than it was in the floppy versions. I think that up-to-jump (you morons) might have something to do with it, though.

THE BOTTOM LINE

CD32

Right, that's it. I'm fed up of all these idiots who don't know what to do with half-a-dozen fire buttons when they see them. 10% off.

80 PERCENT


Handsome brute, isn't he?

CHUCK ROCK

Core Design, £14.99
Amiga version: 86% AP1
This is a game that's exactly the same age as AMIGA POWER (in fact, it was the first game I ever reviewed – sniff), but I think Chuck's showing the effect of advancing years a little worse than we are (well, I hope that's the case, anyway).

I can't stand the rain, against my window.

THE BOTTOM LINE

CD32

A straight no-frills port of the original, but for me it's a better game than the sequel. Then again, maybe that's just because I hate babies. Bye bye.

65 PERCENT

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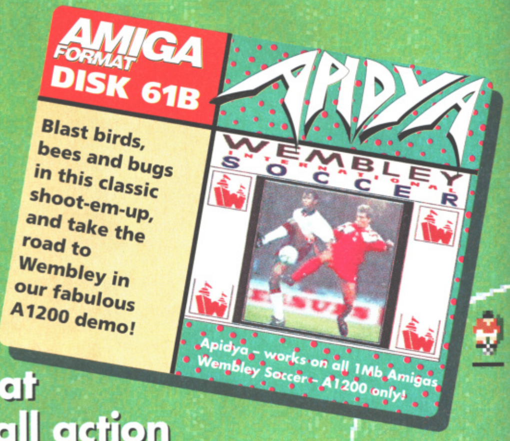
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So the gaffer says: "Do I not like that". I said: "What?" He said: "That"

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MASSIVE FOOTIE ROUND-UP!
We take a lingering look at the latest and greatest football games for the Amiga!
Future

ISSUE 61

On sale Thursday 23 June

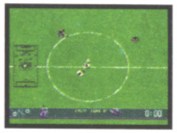
Football is art, isn't it? It's poetry. We're ballet dancers really, aren't we?
...well I'll go to the foot of our stairs. As I live and breathe – Ryan Giggs, isn't it?

PLUS FOOTBALL FRENZY

World Cup fever is upon us. We play the field to find the best football games ever!

POINTS OF VIEW

Everyone tries to get a go on all the games, even if most are a bit naff. Like this month for instance.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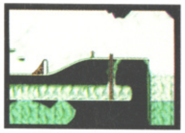
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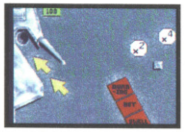
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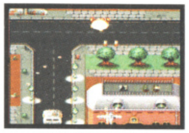

BANSHEE

	WEMBLEY INT. SOCCER	IMPOSSIBLE MISSION 2025	ELFMANIA	BENEFACTOR	OUT TO LUNCH	SUPER METHANE BROS	ULTIMATE PINBALL QUEST	BANSHEE
JONATHAN DAVIES	Haven't played it	Slightly disappointing ★★★★	Disappointing ★★★	Disappointing ★★★	Moderately disappointing ★★★	Very disappointing ★	Incredibly disappointing ★★	Haven't played it
STUART CAMPBELL	Don't want to play it	Not improved by age ★★★	They should've listened to us ★★★	Don't waste my time with this ★	Or this. Do you lot hate me? ★	Well? I'm waiting for an answer ★★★	Anyone? Anyone? ★	Right, that's it. I'm off ★★★★
CAM WINSTANLEY	Haven't played it	Could've been better ★★★	Could've been better ★★★	Could've been a lot better ★★	Could've been more original ★★★	Could've been better ★★★	Couldn't have been much worse ★	This one's good though ★★★★★
STEVE FARAGHER	Sing when you win ★★★★	Impenetrable mish-mash, more like ★★	Pass me my hammer ★★	Hmm. Intriguing ★★★	Too slippy-slidey for me ★★	Is this a wind up? ★★★	Twilight Zone, Rich? ★★	Hoorah! Thank God! ★★★★
STEVE MCGILL	Not great, but innovative ★★★★	Choose not to accept it ★★	Pleasing aesthetics. Crap gameplay ★★★	Where? I can't see anything ★★	School's out forever ★★	Okay, I suppose ★★★	Ultimate crap, more like ★	It needs more poppies ★★★★
NELSON MANDELLA	I've been to Wembley ★★★★	No it wasn't ★★★	Bantu mania, more like ★★★	That's my wife ★★	That's De Klerk ★	Nkosi Sikelele Afrika ★★★	And a big thanks to The Special AKA ★★★	Winnie's old friends ★★★★★

ON SALE 21ST JULY

NEXT MONTH

HERE COMES THE SUN, DO, DO, ETC

As the bright August sun beats down on the honey-coloured sandstone of Bath, we'll be taking it easy and sipping lemon tea in the park.

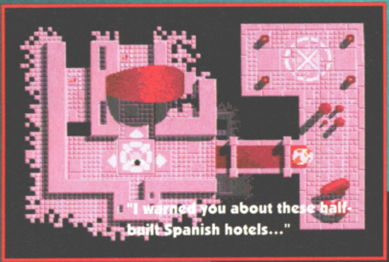
If we can be bothered to actually come to work, there'll be reviews of *Top Gear 2*, *Ambermoon*, *Empire Soccer* and much more. Almost certainly.

PD

Shattered dreams. Lost hopes. Abandoned aspirations. All this and more in a particularly promising looking but ultimately less-satisfying-than-the-chips-from-the-Twerton-chippy selection of PD. Dave Golder doesn't like chips that stick to the paper.

DREAM STREAM

Dream Stream
Licenceware
Essex Computer Systems


"I warned you about these half-built Spanish hotels..."

God knows whether *Dream Stream* is an attempt to incorporate Italian Neo-Realistic principles into PD. (That means a bit like EastEnders, only more grim.) One life per game, however true to life (or verisimilitudinous as they say in the study of Italian Neo-Realism, though strangely not EastEnders), is pretty crap. It's more than crap, in fact; it's utterly debilitating.

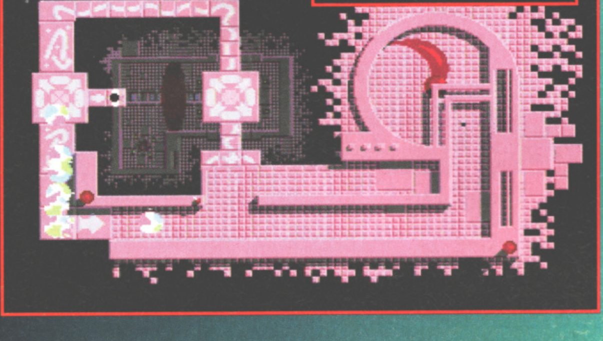
Dream Stream, you see, is an exploration-type, puzzly-sort-of, shoot-'em-up-ish kind of a thing featuring a James Bond-like sprite who runs about like Rudolph Nureyev in search of a bog. It looks impressive. There are a series of platforms which you look down on; you start at the bottom and work your way up using lifts, the gimmick being you can see the lower levels in the distance.

And so your sprite, James Sprite, prances about the platforms, avoiding getting shot, shooting anything that looks like it's not got his best interests at heart and trying to work out how to open doors, get onto new levels, by-pass aliens, that sort of thing.

Okay, I'll come clean. I didn't get very far. Not because I couldn't, but because I couldn't be bothered. A terrible admission? I challenge anyone to do better. Yeah, I'm sure you could but it would seriously damage your mental health. With only one life, you keep getting sent back to the start and having to do the whole tedious thing again. It wouldn't be too bad if the controls were any good. But they aren't, so you keep getting killed just while you're trying to get used to the thing. Unfair.

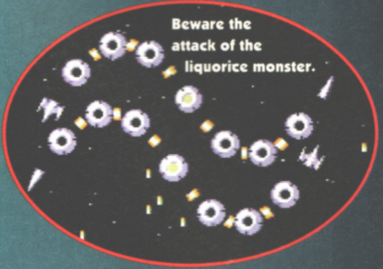
RATING: Having more than one life might have made this glossy but hollow game more playable. But I doubt it. ★★

And where are the fire escapes? This place is a death trap.


You'd at least have thought they would have filled the swimming pool.

ONSLAUGHT

Onslaught
PD
Computer Adventure World


Beware the attack of the liquorice monster.

Never was a game better named. Have the authors never heard of a difficulty curve? Right from the word go this vertically-scrolling, sci-fi shoot-'em-up is difficult with a capital D. And a capital I. And two capital Fs. And... *(Yes, we get the point. – Ed).*

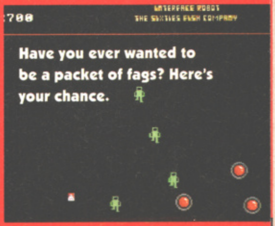
Bullets fall in your direction like a particularly bad thunderstorm and the enemy ships zip about the screen like demented insects. They do move in regular patterns, but there are so many of the darned things you'd need a personal computer just to memorise how they all move.

With no pick-ups or power-ups (their absence, I feel, is debilitating), this all makes for relentless and ultimately uninteresting stuff. I'm not entirely sure what the point of it all is. It's certainly not fun.

RATING: A no-frills shoot-'em-up. Personally, I like frills. Wanna make something of it? ★★

INTERFACE ROBOT

Interface Robot
PD
Frankly, who cares?



Have you ever wanted to be a packet of fags? Here's your chance.

Er, foot in mouth time. I seem to remember last month, when reviewing the not-too-bad *Lamertron*, saying that I'd briefly seen this game and that it was better. Frankly, I was talking a load of fetid armadillo droppings.

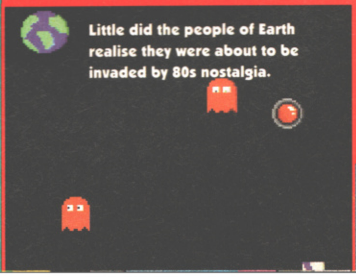
I'm not sure what possessed me ever to think *Interface Robot* was any good. For a *Llamatron* clone it has one debilitating (hey, this could be my word of the month) omission. As you move your sprite – which in this case resembles a packet of fags – around the screen you can't control the direction in which you fire; you always fire in the direction you're moving, and you need to physically hold down the fire button on your joystick to do so.

In the original game you fire automatically in the direction you're moving, while holding down the fire button means that you can change the direction of your sprite while still firing in the same direction as before; it's what makes the game playable.

I did try *Interface* with a few joysticks just to make sure that it wasn't just incompatible with mine; I wouldn't normally go to such lengths but lacking this feature was such a ridiculous oversight that I thought the fault must be at my end. No such luck.

It's not like the graphics or the level design is any good either.

RATING: Seriously flawed *Llamatron* clone. Avoid. ★


Little did the people of Earth realise they were about to be invaded by 80s nostalgia.

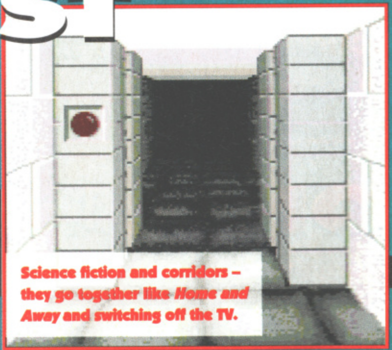
there'll be reviews of *Top Gear 2, Ambermoon, Empire Soccer* and much more. Almost certainly.

honey-coloured sandstone of Bath, we'll be taking it easy and sipping lemon tea in the park.

MONTH

CRYSTAL QUEST

Crystal Quest
Licenceware
Essex Computer Systems



Science fiction and corridors – they go together like *Home and Away* and switching off the TV.

Here we have yet another game in which you only get one life. And since probably the first thing you'll do (if you don't read the instructions, and with PD, who ever does?) is die by falling down a hole, this is pretty annoying.

To be fair, *Crystal Quest*, unlike *Dream Stream*, is an adventure of sorts, and adventures rarely give you more than one life, but they do give you plenty of opportunity to save your position. Personally, I prefer the *Monkey Island* approach – you can never actually die; if you're going to let the player save their position whenever they like, what's the point in killing them?

Anyway, back to the game. In *Crystal Quest* you have to explore vast mazes in search of crystals. It's all done from a first person point of view, though you do have access to a map which builds up as you explore. And that's about it. Apart from few puzzly bits which aren't really worth mentioning. Even though I have.

So what's debilitating about this game, then? The lack of any sense of fun, basically. God, it's dull. And repetitive. I would say dull and repetitive, but that's a bit of a cliché, isn't it?

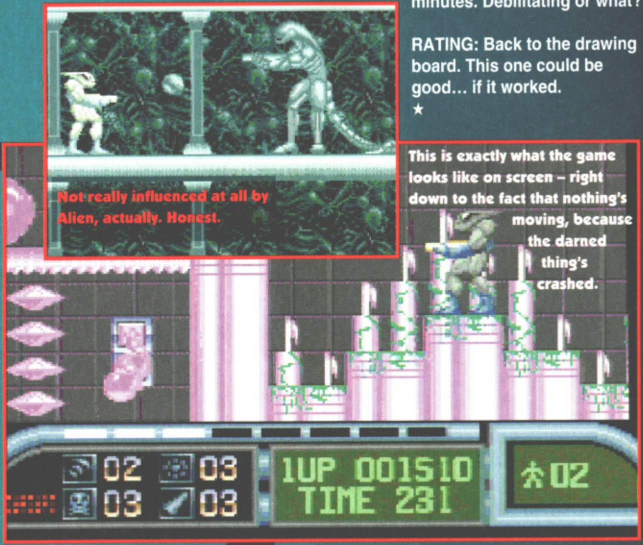
RATING: Dull and repetitive. Sorry.
★ 1/2

SENTINEL

Sentinel
Licenceware
Essex Computer Systems

This would be a really rather impressive horizontally-scrolling shoot-'em-up with Geiger-inspired graphics if it wasn't for the fact that it crashes every three or four minutes. Debilitating or what?

RATING: Back to the drawing board. This one could be good… if it worked.
★



Not really influenced at all by Alien, actually. Honest.

This is exactly what the game looks like on screen – right down to the fact that nothing's moving, because the darned thing's crashed.

GALAGA DELUXE

Galaga Deluxe
PD
On-Line PD

"Opinion on the matter is divided," to roughly paraphrase Tom Baker in the classic Blackadder II episode Potato. "I am of the opinion that *Galaga Deluxe* is a fine game, the rest of the Amiga Power office is of the opinion that it isn't."

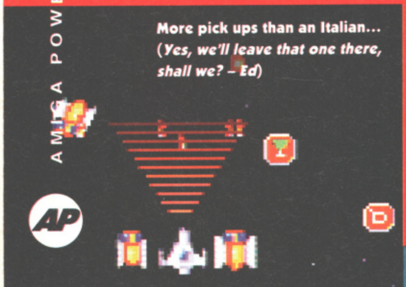
Well, I'm going to stick to my guns. Okay, it starts off a bit shakey, but by level 25 I was loving it.

Galaga Deluxe is the game *Onslaught* should be, a horizontally-scrolling, sci-fi, shoot-'em-up with loads of pick-ups and power-ups and enemies that you can actually get a clear shot at.

The levels are arranged in a series of sequences, each sequence featuring a particular type of enemy ship. There are a couple of standard blast-everything screens with standard-sized ships, then one with a few larger ships, then a kamikazee level (in which the ships dive bomb you) and finally a bonus level. As well as all the pick-ups you get by blasting ships, you also get to visit a shop after every sequence to buy even better weapons (or even discover a few game secrets, though it's cheaper to discover them for yourself; they're not hard).

Add to this a meteor storm sub-level, and you've got a game with a hell of a lot going on. It starts off a bit slowly with crap weapons and dim aliens, but once you've collected a few pick-ups it really comes to life. No, honest.

RATING: Well, I couldn't find anything debilitating about it. I don't know what the rest of the team were complaining about. A pretty standard shoot-'em-up but it does all the right things in all the right places. ★★★★



More pick ups than an Italian… (*Yes, we'll leave that one there, shall we? – Ed*)

SPLOGGY

Sploggy
PD
RJ Evans

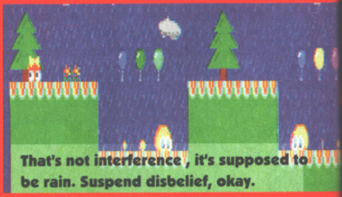
Cute platformer of the month award winner. Okay, it's the only cute platformer this month, but even if there were any others, it'd have a good chance of winning.

The odd thing about *Sploggy* is that looks like it's in the wrong screen format; it looks like it was designed for NTSC and somebody has stretched it to fit our screen. Which seems unlikely since it was written in the UK, but that's what it looks like; everything is tall and spiky.

Actually, the graphics can be described as functional at best. In a PD scene where the graphics are becoming ever more professional-looking, and every object is carefully shaded, *Sploggy*, with its vast areas of primary colours, certainly seems a bit of a throwback. But don't let that put you off, because the game is a good example of that old 'gameplay is more important than aesthetics' ethic all us computer journalists promote.

Not that *Sploggy* offers anything startlingly new. It concerns a blob that moves around the various levels collecting balloons, crystals and pick-ups while killing nasties with stardust. But what it does have going for it are a) large, well-designed levels, and lots of 'em (80), b) a decent difficulty curve, c) intuitive controls and d) it doesn't crash. Oh yeah, and there are some nice touches, such as the fact that *Sploggy* can stick to ceilings. So basically, what I'm saying is, *Sploggy* works, it's competent and it delivers the goods.

RATING: A better-than-average cute platformer. Oh yeah… nothing debilitating. ★★★★



That's not interference, it's supposed to be rain. Suspend disbelief, okay.

Where to go:

- JR Evans, Woodwinds, St Martin's Road, Gobowen, Oswestry, Shropshire, SY11 3NP
- OnLine PD, 1 The Cloisters, Halsall Lane, Formby, Liverpool L37 3PX
- Essex Comp. Systems, 118 Middle Crockerford, Basildon, Essex, SS16 4JA
- Computer Adventure World, Charing Cross, Birkenhead, L41 6EJ (yes this is the address I've been given)

WHATEVER NEXT?

Taking time out from the toil and graft of your working day is a good idea. Jonathan Davies relaxes by putting on his favourite dressing gown and smoking his briar pipe on the veranda, whereas Cam likes nothing more than falling off his motorbike. And even pages have holidays, you know.

I'm the 'Next Month' page, and as an occasional addition to AMIGA POWER, I get plenty of time to myself. Anyway, after a tiring but rewarding few months picking bananas on a Kibbutz with my old pals (the contents page from Empire and the Q&A section from The Guardian) I'm back and in full effect.

It states in my contract that I've got to remind everyone that next issue will be on sale on:

July 21st

and also that I've got to stress that if it's late, then it's almost certainly the printer's fault, or maybe the distributor's, but IN NO WAY is it the fault of those lovely people at AMIGA POWER. Which is apparantly the WORLD'S BIGGEST-SELLING AMIGA GAMES MAG. Blimey.

AMIGA POWER 40 WILL BRING YOU:

INTERESTING STUFF

"Cerebral", "thought provoking" and "emotionally charged." These are just some of the things that the Wall Street Journal's literary columnist said about AMIGA POWER's award winning* letters pages. And that's just the bit of the mag that you write. There'll also be loads of thought-provoking stuff, and the mightiest, most apocalyptic joystick review and roundup the Northern Hemisphere has ever seen.**

PREMIUM DISKAGE

While other mags are content to slap two embarrasingly poor games on their two coverdisks, AMIGA POWER makes sure that its two disks are bursting with things to play. We've been searching high and low to find the most up-to-date demos and PD games, and AMIGA POWER talent scouts have been scouring the country (and paying lorry loads of cash) to find totally fresh, totally new, totally complete games from up and coming programmers. It's this kind of commitment to our readers that recently won us a Nobel Prize for World Peace.***

NEWS AND PREVIEWS

As soon as we get a whiff of a new game, we're there, dude. Whenever we find out the latest on the rocky situation of Commodore, then you'll be the next to find out, man. From the magazine that brought you the first report on the CD32, expect nothing less than a miracle of modern journalism.

COMPETITIONS

In our constant quest to humilate our readers, maybe next month we'll get you to do something really stupid in order to stand a chance of winning software, T-shirts and CD32s. Our last winner ate a live dog, you know.****

REVIEWS

Oh yeah, there'll be loads of these as well. There always are for some reason.

*An obvious lie.
**But this isn't. We hope.
***Okay, so we exaggerate slightly.
****Not even slightly true.

DO THE write thing

As somebody famous, wearing a ridiculous hat and a cheesy grin once said, "Of all the letters pages in all the magazines in all the world, you had to walk into this one. Sit down kid, I'll play a few notes on my piano and if you don't know the words, just hum." Or is it just that our memory's playing tricks on us again?

● Address your letters to: AMIGA POWER,
30 Monmouth Street, Bath, Avon BA1 2BW

'HA! I'VE SOLVED THE MYSTERY'

Hi Folks,

Ha! Proof positive that computers make you introverted and solitary, as only one of you has got a wedding ring in the Who Do We Think We Are? pictures in AP36. So those *("Pesky" – Ed)* newspapers were right all along, I knew my soaraway Sun wouldn't lie to me.

Ha! 'Spectrums are better than Amigas' – Times headline. This is true, because 10 years ago I could load up a game on my Speccy and choose exactly which keys I wanted to use, or even which direction on my joystick did what. Now I'm stuck with whatever the Amiga programmers have decided is best for me. Oh well, that's progress for you.

Ha! I've solved the mystery surrounding Cam's name change. In issue 21 we were told that it's Mark W's middle name. Elementary. That still leaves the question – Why?

Ha! I've completed *Cannon Fodder* and now find that I need MORE! Tell me there's a *Fodder 2* on the near horizon. Please. Or how about a disk on the cover with more missions, or even better, a coverdisk of a level constructor so we can make our own missions.

I don't like the football shirt cover, but I don't like football, so that's no surprise. I don't like the Wish You Were Here feature, The Right Profile was much more interesting and relevant. Why not do profiles of the Power team, eh? I like everything else though, especially the humour.

See ya, Lord Lucan, Bromley

PS I didn't do it.

'SLAG OFF A CUTE LION'

Dear AMIGA POWER,

Cooey, Henry the Lion here. Whilst browsing through AP37, I noticed a review for *Brian The Lion.* I always look at the little coloured box with the score in it first, and what do I see? 42%, that's what, and I don't like it one little bit – it's an affront to lions everywhere. I was angry, very angry, and you wouldn't like me when I'm angry. How dare you slag off a cute lion (although he isn't as cute and cuddly as me)? I was all set to put pen to paper and threaten all the AMIGA POWER staff with all manner of nasty things like me bounding through the office door, pouncing on the monitors, tearing the joysticks limb from limb and saying "grrrr" in a loud and scary manner.

But no, I thought. I had to read the review first, or I might end up making a complete Dylon of myself. And after having read your review, I will be doing none of the above. Why? I don't like platform games, that's why. death and destruction on a global scale, that's what I like! Luckily for you lot, you slagged off the game and not the star Brian. There will now be no gnashing of teeth or pouncing on Stuart's head.

Indeed, you were so nice about Brian that I calmed down completely, although not before my brand new red ribbon had come undone, so I'll forgive you because Brian isn't as cute or cuddly as me (or did I mention that already?) I, like Brian, also have a cute animal chum, he's an elephant called Engles. He has no neck, a schoolboy's cap, loud trumpets and an unfeasibly large appetite for beer. I bet he's more fun than any of Brian's chums.

So, after getting all that off my mane, it's nice to know that AP are not to blame. Those people at Psygnosis had better watch out though! Lastly, I hope you appreciate this letter – you have no idea how hard it is to type when you have paws.

Yours pouncingly, Henry the Lion, Bromley

'SENSIBLE SOCCER 17 TIMES'

Dear AMIGA POWER

In AP35, I read a review that started on page 31 and at this point I was sure that the game was *Man Utd Premier League Champions.* I read on, and after page 32 was sure that Stuart was reviewing *Sensible Soccer* but after page 33 thought it could have been *Kick Off 2.*

If you're reviewing a game then stick to it, without telling us about all the other games from the same genre. You need to compare the game with other top quality games of the same type, but this review was ridiculous. In the three pages, you mentioned *MUPLC* 15 times, *Sensible Soccer* 17 times and *Kick Off* nine times.

Rohan Patel, Enfield

Stuart says: I'll stop mentioning Sensible Soccer *when Krisalis stop blatantly nicking three quarters of their game from it. Now get lost.*

'I AM NOW AN ASSISTANT'

Dear AP,

For the last eight years, I've been working as an engineer and thought it would be my job for life. Well, imagine my surprise when I was reading AP37 (page 32, *Herewith the Clues*) and found out that I am now an Assistant Commisioner. Please could you tell me what my new salary will be and what my new job involves?

Yours without the flop, Adam Fosberry, Rothley

'Salary'? What's that, then?

'GIVE ME GREAT PLEASURE'

Dear Sirs,

After having watched the immensely enjoyable Hitchcock films The Birds and Maniac over Easter, I was impressed with the actress known as Tippi Hedren. It would give me great pleasure if you could provide me with a definitive list of all the

CANNON FODDER T-SHIRT winner

'IT WILL ALL GO HORRIBLY WRONG'

Hi folks,

This malarkey about certificates for computer games is all well and good, but I reckon it will all go horribly wrong eventually. It's the 18 certificate that will grab everyone's attention, and as it's up to the softies to set their own standards, they're going to stick 18 on any half-baked nonsense with a bit of blood in it to boost sales. For blood, read bodily functions, bodily parts, sampled expletives, etc.

Then when some ignorant kid does something bad, like eating his dog, someone will pipe up "Didn't little Johnny play *X-Ray ("Bandstand" – Ed)* on his Amiga last week?" Cue media uproar, everyone pointing the finger at computer games, but no one will ever think about blaming the parents.

Everyone ignores the fact that bad parenting equals bad children, regardless of the games they play, videos they watch, etc. I always find it strange while watching Kids TV with my own children to see the amount of adverts for toys which are taken from adult films such as Robocop, Aliens and Terminator. I'm not saying this is wrong, just strange. What do you reckon? Good point or complete rubbish?

While I'm here, I'd just like to say that the mag's great, but you should get rid of Wish You Were Here and bring back The Right Profile, as that was much better. Also, how about some more booklets on the cover? An enormous stonking A to Z of tips for older games would be good, like YS used to do. It saves flicking through all the back issues, that does.

I need more *Cannon Fodder* too. I'm all foddered out, so howsabout a coverdisk of missions? Yes? Please? I hope the new *Sensi Golf* game has guns in it.

Bye folks, Herbert Sherbert, Bromley

Nothing much to do in Bromley this time of year, is there? We thought Wish You Were Here was great, actually, so you're all wrong. But we've stopped it anyway. Hope you like the replacement. Er, whatever it is... we're bound to have decided by the time we go to press.

DO THE write thing

films she has appeared in.
Yours sincerely, Michael Grant, Crickhowell

Sure thing, Michael. Former model Tippi was born in 1935 and appeared in several Hitchcock films including The Birds in 1963. As well as numerous TV appearences, mainly in the 60s, Tippi has featured in such memorable classics as The Man with the Albatross (1969), Mr Kingstreet's War (1973) and the African lion movie Roar in 1982. Interestingly, Tippi isn't her real name at all, which is actually Nathalie. Next!

'I NAMED IT GUTS'

Dear Lemon Rodents,
Guess what? On your Who Do We Think We Are bit of AP36, all you Steve-type folk are showing off your bee-yootiful timepieces, and I noticed a phenomenal coincidence. Steve McGill is wearing the very watch that I bought on holiday in Turkey last summer. I named it Guts because you can see its insides, but last month it unfortunately stopped working. I think I overwound it but now it continuously says 10.15 and I'm jolly upset. There, I bet you're all feeling very much better for knowing that.
Yours on the lookout for a watch like Steve Meddings' – a half eaten toad flavoured Jelly Belly Bean, Newton Stewart, Scotland.

What's wrong with 10.15? It's one of our favourite times (the second cup of tea in the morning, and usually round about the time the first sandwich man arrives in the office), and at least your watch will be right twice a day.

'CONTROL THE PURCHASING POWER'

Dear Mr Davies
I wish to complain about the content of one of the coverdisks on AP37. I was playing *Soko Ban* with my seven year old son and having a really enjoyable time. The game itself is nothing special, but we were having a bit of family fun, That was until we got to level 51, password *("Bank job" – Ed)*. Fortunately, I managed to divert my son's question "What is a *("Bank job" – Ed)*, daddy?" However, all was fine until we got to level 65 and then he wanted to know what a *("Twit" – Ed)* is. The answer "John Hardie" immediately sprang to mind, but once again, I tried to sidestep the question. His reply "Well, it sounds like a rude word to me" convinced me to write to you regarding the use of swear words in games.

I am no prude, but I feel it's unnecessary to use swear words in these situations. *Cannon Fodder* is another culprit, with *("Bugler" – Ed)* Me It's Cold and Sheep *("Shearer's" – Ed)* Delight. The latter took a lot of explaining, I can tell you.

At a time when the software industry is under a lot of scrutiny from the censors, I feel that writers must clean up their act if they're to keep the sympathy of the games buying parent. After all, it is the parents who ultimately control the purchasing power of the children. Please publish this letter by way of appeal to all software writers to remove bad language from their programs. At least then it would avoid the sort of awkward situations I have encountered with the above games.
Yours sincerely, Pete Wood, Isle of Wight

*Stuart says: Sorry, Pete, but if you're offended by the word 'bugger' (even on behalf of someone else), then I'm afraid you **are** a prude. That's what a prude is. Otherwise, I think we've covered this point pretty extensively in letters pages past. Our opinion here on AMIGA POWER is that if you hide the word 'bugger' from your children, all you're going to do is make their entry into the real world, whenever it finally happens, all the more traumatic. There's no such thing as 'bad' language (well, except in the crap grammar sense) as far as we're concerned, only more and less expressive language. But we've printed your letter anyway. Hope this helps.*

COLD SHOWER winner

'MY CHILD HAD BEEN READING FILTH'

**To whom it may concern,
I feel that I must write and complain about your magazine and its unsuitability for young people, or indeed anyone. Whilst relaxing in the lounge the other day, my eyes fell upon one of my son's computer magazines. To find out what all the fuss is about, I picked it up and began to browse through it. Before long, I discovered that my child had been reading filth, utter filth! Four letter words are prevalent throughout, and another word, which rhymes with 'rap' is in almost every single review. This is disgusting and you will not get away with it. I have burnt all my son's AMIGA POWERs and I am reporting you to various people who will shut you down for good if there's no marked improvement in this area (and indeed others).**
Yours shower-me-in-hot-brandy-butter-and-tweak-my-nipples-roughly-from-behindly, Christine Duffy, Southport
PS Can we have a few more naked pictures of Stuart? Thank you.

Christine, we love you. Each and every last one of of us. Just tell us something, are you married?

'READING THE WORDS BARBARIC'

Dear AMIGA POWER,
Once upon a time, on a bright sunny afternoon in April, a young lad and his friend went shopping. Entering a shop, they came upon shelves of boxes containing untold delights for Amiga gamers. Since one of the pair owned an Amiga, and since they were both fans of shooting things, they decided to go for a two player game. After handing over £30, the two lads eagerly dashed home to try their new game in a few hours of enjoyable playing. But this was not to be, since the game was very poor, with dreadful collision detection and a difficulty that even Stuart would have problems with. The two lads disappointedly switched off the game and played *Brutal Sports Football* instead.

And then, the very next day, their copy of AMIGA POWER arrived on the doorstep. A quick scan of the contents led the excited youth to a review of the game he'd just bought. After reading the words 'barbaric mauling', 'unrecognisable', 'crap' and '10 percent,' he broke down in tears at having not waited to see the knowledgeable comments of Campbell, Winstanley, Davies and the two Steves. Woe is me, for I am that very lad, and the game in question is (as if you don't already know) *Total Carnage*.

Please, for the good of your health and sanity, listen to those nice people at AP and don't buy this game.
Yours skintly, Mark Prior, Chatteris
PS Anyone want to buy the *("Plodding" – Ed)* thing off me? (Blub!)

Dear oh dear. When will you learn, folks?

'BACON BUTTY AT YOUR BAR'

Dear AP,
About your Top 100 in AP37 – I'm afraid it's too biased against certain types of games to be truly definitive, and therefore is of somewhat questionable value. Football management games may be the bacon butty at your bar mitzvah, but others gobble them up with great gusto!

Similarly, I get the impression that RPGs are equally reviled. All-time classics such as *Eye Of The Beholder* get the royal raspberry, usurped by a putrid pile of pathetic platformers, most of which you could only get to play if the alternative was the immersion of my *("Gentlemen" – Ed)* in a vat of boiling fluorosulphonic acid! "Chacon a son gout," you might say. *(But then again, we might not. – Ed)* Perhaps then, you should've gone for separate charts for each game style, but there's another mag, Anorak Action, I think, which already does this every month. Nevertheless, after reading your Top 100, I find myself bemoaning your bigotry and not admiring your 'attitude'.
Yours, Richard Smith, Southampton

So let's get this right. You're calling us bigoted because we prefer platformers to RPGs. You think that we don't like RPGs, although our chart includes games like Dune 2, Hunter, Liberation, The Settlers, Ishar 2, Hired Guns *and* Frontier, *as well as a total of 17 platform games (the most popular and numerous single game style on the Amiga). You think that all platformers are 'pathetic' and you'd rather mutilate yourself horribly than play one. Who's the bigot here, Richard?*

'I DISAGREE WITH ABOUT 60%'

Dear Sir,
Why do you fail to take into account the fact that people over 30 play computer games? I will be 31 this year and nothing pleases me more than spending a few hours playing games on my A500. For the past 12 years I've had one machine or another (Mattel Intellivision, Spectrum, C54, A500). No! Before you crack some wise joke, I am not a sad individual or one of a kind. I know lots of people older than myself including a couple in their 50s who love computer games, so isn't it about time magazines like yours recognise this? I have every issue of your excellent magazine and although I disagree with about 60% of your reviews, I still find it a worthwhile read.
Keep up the good work, Kenneth Edwards, Rotherham

What do you suggest we do, Kenneth? Knitting patterns? Three of the AP team are over 30, and only one is under 25. We play games all the time. We don't understand what you're basing your criticism on, to be quite honest. Why not write in and tell us, eh?

'THIS OBVIOUSLY WON'T IMPROVE THE GAMEPLAY'

Dear AP,
I have an idea for your magazine that could drastically alter the quality of Amiga PD, shareware and licenceware games as we know them. Interested yet? You should be.

Basically, it's this – readers should offer their services as musicians, graphic artists, sound effectors (?) etc to budding young programmers (such as myself) for a price. There was a similar thing going on in ST Format a month before me and it parted company, including offers such as a disk full of sprites for £5 and other such treasures.

Whilst this obviously won't improve the gameplay to any degree, it will stop great games being let down by drab graphics and/or terrible sound. I hope this inspires all those top quality computer artists and music makers out there.
Yours Oh-what-a-great-idea-I've-got-ly,
Kevin Bufton, Wirral

Yes, Kevin. Let's all hope that. Thank you.

'WELL DONE PSYGNOSIS!'

Dear you,
So Stu Campbell (half man, half soup) is not best pleased with games protection systems? May I elaborate on the excellent system used in *Hired Guns*? There's a list of 4800 different passwords

➤

DO THE write thing

(almost the number of square yards in an acre, fact fans) printed in suitably unreadable red and grey, but it only asks you for a password about once a month! You can play this game for ages and ages without intrusions, and then only then at the start of a level. Well done Psygnosis!

Although... did anyone else notice that they spelt their OWN NAME wrong in the *Globdule* demo?

Ciao for now, Dominic Conneally, Plumstead

But why should you have ***any*** *intrusions at all once you've loaded the game up and done the copy protection the first time, Dominic?*

'CAM LIKE BRIAN THE LION'

Dear AP,

Here's some constructive, but occasionally destructive criticism (oh, and, er, irrelevant wibble as an unfortunate side effect – sorry.) I was horrified when I got my hands on AP37 and couldn't find Points Of View. This is one of my favourite sections in AP, and without it, how will I tell whether Cam likes *Brian The Lion* even though it's got no tanks in it? Okay, bad example, but you get the point.

Also, was I crying in disappointed when I saw that you have removed Whatever Next from AP. After appearing in issues 35 and 36, it just seemed to be sucked up into an enormous black hole, which warped it into a distant alien dimension where it probably got zapped up by killer mutant lasers to be served to their tentacled, distastefully slimy queen for their dinner. It's horrible, believe me, I've been there.

Maybe it's JD, Mr Newly-Ed (hoho, geddit?) who's going around slowly taking all the good bits out of the mag. Well, STOP HIM!! The strip on the back of AP was always great, as was the one at the bottom of Points Of View, but since they're all gone there's no way to find out what'll be in the next mag. Follow my wise advice and stop this horrible degeneration. Now, that is.

Yours truly, Trys Vissia, Apeldoorn, Holland

For you, Trys, and everyone who's written in missing Points Of View, don't panic. Space restrictions due to the giant Top 100 feature in issue 37 meant we had to lose the column for one month only, but it's back to stay from now on. Okay?

'QUANTITY WE SHOULD BE'

Dear AP Team

Over the last few issues I have found less and less reviews in your mag. I'm a bit concerned, I mean, is the Amiga dying or is it because we're coming into the summer months? But so long as we have quality and not just quantity, we should be okay, I suppose. Oh, and one more thing, let's hope Commodore get it right this year, eh?

Anyway, I think AP's a great mag, and it keeps me laughing until I hit myself. That's the lot, so I'll leave you now to get back to some more work.

Yours, Paul Barnard, Fareham.

Well Paul, as you can see from this issue, we've got games quite literally coming out of our ears (Well, maybe not literally 'literally' – Ed) *so yes, it's just been that annoying slump that hits the softies between January and that six month long run up to the oh-so important Christmas season. As for Commodore getting it right – Hmmm, maybe not, hey?*

'LIFE FORMS SO NATURALLY'

Dear All at AP,

The most expensive copy of AP, eh? Nipping down to my local newsagents, I grabbed the first copy of your magazine, paid for it and then rushed out to read it. Before my eyes, it then transformed into an alien! It explained that it was looking for intelligent life forms so naturally had decided to kidnap an AP reader, and before I could react, I was teleported onto his spaceship and taken to the planet Poupori. After experimenting on me, I was able to escape and take an interstellar taxi home. When I arrived, the driver asked me for four Pourpori dollars, which works out at an astonishing £576,293! To add insult to injury, I still had to pay £3.95 for a new AP. If this is not the most expensive copy then everyone else must just be making up stories to win.

Yours, Dave Heffron, Glasgow

Yes, Dave. They are.

'BELIEVE THE CHEEKY NATURE'

Dear AMIGA POWER

I could not believe the cheeky nature of Rubicon Downs' claim in AP37, that at £400, his purchase of AP35 is the most expensive ever. Check this out!

Last week, I shambled monthlily into my local newsagents to buy the latest issue of AP, and I've only just returned from the ensuing adventure. Clutching the mag in my left hand, I stuck my right hand into my pocket for change. I was too careless though and accidentally pressed a button on my leg that I'd never noticed before. CLICK! it went, and I stared at the newsman to await the results. My toes twinged, my knees boiled and my *("Heinous" – Ed)* quickly sprouted a futuristic jet engine.

This shockingly magnificent engine that was firmly attached to my pelvis gave me no time for admiration, as within seconds I was up! ZOOM through the roof. CHARGE through the clouds, and DAMMIT, I was in space.

For two days and nights my engine continuously advanced me into the frontierless space. Luckily though (and hey, I was lucky) I bounced off a large Saturnian Womble trampoline and was soon on my way back to Earth. 49 hours later I landed on my neighbour's greenhouse. The total cost for this expedition? £3.95 for AP, £2000 for the roof, £70 for unauthorized use of the trampoline and £290 for a new greenhouse. Oh, and 20p for the plaster to cover my grazed nipple.

Yours barkingly, Elmintrude, Irlam

Not nearly expensive enough, Elmintrude. Next!

'SHOP AND TOTALLED MY CAR'

Dear AMIGA POWER,

This is my most expensive issue: I was driving to the newsagents (£20 petrol and £15,000 for the car) when I crashed into a china shop (£1,000,000 compensation) and totalled my car. The police arrested me for under age driving and I had to pay £2000 bail. Just as I came out of the Police Station, I was kidnapped and...

(Gosh, are we out of space already? Next month, eh folks? And let's keep up all these tremendous 'most expensive issue ever letters' eh? They're a real bright spot in the the otherwise humdrum existence of AMIGA POWER. – Ed)

WARM FEELING winner

'GOD BY THE FLAMING'

Dear AP,

In your review of *Apocalypse* in AP37, there's a caption that says 'And now she's got helicopters, yes she has.' Is this a line taken from the song 'Pilot Can At The Queer of God' by the Flaming Lips', or just a spooky coincidence? If it is, which of the AP staffers is a Lips fan?

Yours, Richard Harrison, Barnsley.

Yes. No. Stuart. Can we have the next letter now, please?

AND ANOTHER THING...

I'd just like to point three things out:

1. You have the disadvantage of living in slow motion.

2. Food processors are great.

3. WE are the music makers and WE are the dreamers of the dream.

Moman the Dark Lord, Guildford

Next!

The reason that *Brian the Lion*'s so rubbish is that lions aren't meant to be in computer games. Oh no! Homework time.

David Benham, Sawbridgeworth

Oh no! Next!

Err, now for some constructive criticism, what the hell have you done to the Points Of View opinion bars? They're awful! It's not an improvement believe me!

'Steve' Vissia, Apelcloarn, Holland

We'll try some different colours again this month, 'Steve'. Next!

There are a couple of ways that you could improve your mag:

1. Bring Linda back.

2. Get Lisa back.

3. Get rid of Cam.

Rowan Phillip, Elstead

How about getting rid of Stuart instead, as a compromise? Next!

TO WHOM IT MAY CONCERN

A lot of people call it names, but I would like *A320 Airbus* by Thalion.

Yours, Jaffacake Howarth, Manchester

Well, don't let us stop you, Jaffacake. Next!

Five years later, in the year 1993, he was declared completely insane and was transferred to Scooby Doo's Nutcase Motel where he is now staying. Do I win a free game now?

David Benham, Sawbridgeworth

No, David, but you do win our eternal gratittude for coining the phrase 'Scooby Doo's Nutcase Motel'. We use it all the time now. Next!

With PD, I think you should review demos, slideshows, music, etc and rate each disk percentage wise. This would prove more interesting than just all PD games. Also, a few PD companies wouldn't go amiss.

Anon.

It's just as well you didn't tell us who you are, Anon. Or we'd have come round to your house and killed you. Slideshows, for God's sake? Don't be so utterly crap. Next!

In the competition, you could give an adaptor to the winner that allows the person to play A1200 games on the CD32.

Nina Morris

Eh? What are you on about? See you all next month, sadly.

THE BOTTOM LINE

Every game we've reviewed in the last twelve months – that's what you'll find here. And in every case, that game's been classified, quantified and explained to make sure that you don't waste your money on a dog, son.

THE BOTTOM LINE

(AND HOW TO UNDERSTAND IT)

★★★★★ Excellent ★★★★★ Nearly there ★★★★ Very good
★★★ Has its moments ★★ Flawed ★ Dire

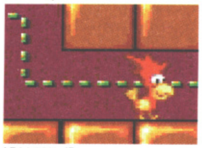
The whole point of The Bottom Line is to cram as much information as possible into this small space. Here's how it works...
The top bit is easy:
GAME NAME
Publisher Price

Then we get (just for your information really) the issue of AMIGA POWER in which the game was originally reviewed, the mark it got at the time, and the reviewer's initials. If the game appeared in our new All Time Top 100, its position comes next, followed by the mini-review and a final rating out of five stars (with red ones to show which ones are real 'must buys'). And there you have it – all you could ever possibly need to know about just about every full price game that you're even slightly likely to think about buying.

WHO'S WHO

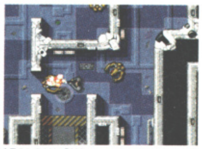
CW – Cam Winstanley ● DG – Dave Golder ● GP – Gary Penn ● JD – Jonathan Davies ● JN– Jonathon Nash
LB – Linda Barker ● MR – Mark Ramshaw ● CL – Chris Lloyd ● RL – Richard Longhurst ● RP – Rich Pelley
● SC – Stuart Campbell ● SF – Steve Faragher ● SM – Steve McGill ● TN – Tim Norris ● TT – Tim Tucker

ALFRED CHICKEN
MIndscape £25.99



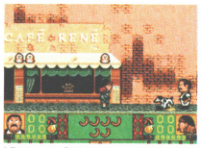
AP31 70% JD
One of the top characters from the Nintendo Game Boy survives the transition by becoming one of the Amiga's cutest characters. He clucks, he struts, he dives headfirst into the ground, but apart from these amusing poultry manoeuvres, Alfred's stuck firmly in predictable platform land, where bad guys hate it if you jump on their heads, and spiky balls twirl around on the end of long chains. Fun? Well yes, but in a fairly traditional sort of way.
★★★

ALIEN BREED 2
Team 17 £29.99



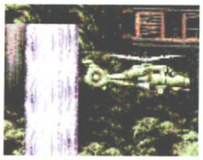
AP32 81% CW
APATTOH 69
It's *Alien Breed 1* only bigger, better and much, much harder. From an overhead viewpoint you guide your character around a maze of futuristic buildings collecting instruments of death and destruction and using them on the aliens. Loud noises and lots of splatter and gore add to the fundamental enjoyment of proving your superiority to these alien scum. Eat Plasma death, bug eyes. It says here.
★★★

'ALLO 'ALLO CARTOON FUN
Alternative £24.99



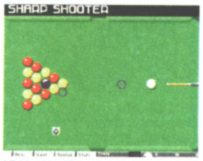
AP33 37% CW
Farcical french fun with all your favourites from the eponymous television show. Sadly the game is rather bland and dull with about as much humour as something that hasn't got very much humour at all. It's a platformer with naff gameplay, slow scrolling, over long disk accessing and no new ideas.
★

APOCALYPSE
Virgin £29.99



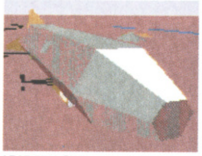
AP37 80% SC
It's *Choplifter* for the '90s. A straightforward and old fashioned arcade game. It's got pretty scenery, realistic little men to shoot and hostages to rescue and loads of different power-ups to collect. In fact, it conjures up the image of the best Vietnam movie you've never seen. There's only five levels and a limited number of strategies to employ, so it may not have the lastability expected of a game costing thirty quid, but you're not going to finish it overnight, that's for sure.
★★★★

ARCADE POOL
Team 17 £9.99



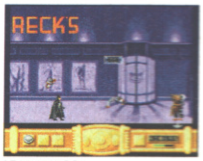
AP38 60% JD
An Amiga pool game that's easy to get into, moderately fun to play (especially the speed pool) but is flawed by the unfeasibly difficult opponents.
★★★

ARMOUR-GEDDON 2
Psygnosis £29.99



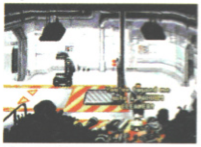
AP37 57% CW
A tactical war game set in a post-apcocalyptic desert or something. You've got to race against time to avoid being slaughtered by a load of genetically deficient mutants from Dundee, or somewhere equally exciting as that. To avoid this embarrassingly horrific scenario, you've got to mine valuable ore that allows you to build tanks and other weapons systems. Control is icky and overly pedantic. Expect high marks from other magazines 'cos it looks good.
★★

BATMAN RETURNS
Gametek £14.99



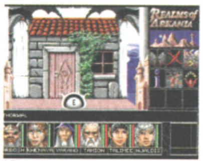
AP36 15% SC
Mind-alteringly unpleasant beat-'em-up with appalling control and shoddy graphics. Harder than *Project-X*, but without the saving grace of being nice to look at, you'll never see level three.
★

BENEATH A STEEL SKY
Virgin £34.99



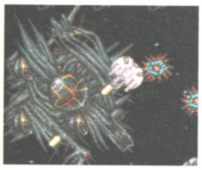
AP33 86% CW
AP Top 100 No. 42
This massive point and click adventure comes with a couple of features that are often lacking in this genre. The first is the amazing graphics, scanned from Dave Gibbons excellent artwork and the second is the tremendously good plot. Go ahead, immerse yourself.
★★★★★

BLADE OF DESTINY
US Gold £39.99



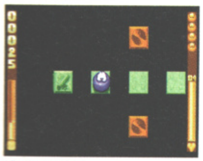
AP30 67% (A1200 75%) RP
It might look like another *Legends Of Valour,* but don't be fooled – this RPG is dull, badly-designed, a major pain to play without a hard drive, and stupidly, greedily, ridiculously expensive. Don't bother.
★★★

BLASTAR
Core £25.99



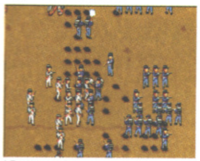
AP31 37% CW
Hailed by some as the future of video gaming, *Blastar's* an unfortunate mish-mash of tired game genres thrown haphazardly together with lots of gorgeous graphics. Flying around and shooting things was rarely so nice-looking yet completely tedious, and the whole experience is slightly less enjoyable than watching re-runs of the cult Australian '70s TV series Canoe Squad.
★

BLOB
Core Design £25.99



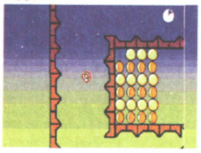
AP29 88% SC
AP Top 100 No. 41
Get this – you control a friendly blue blob who bounces up (out of the screen) and down (into the screen) onto little floaty platforms hanging in space. Off-beat? Definitely, and playing this puzzler's even more bizarre than reading about it. For a plain round thing, the blob's so cute it's practically illegal, and watching it plummet to its death is a sight that can reduce even grown men to tears.
★★★★★

THE BLUE AND THE GRAY
Impressions £34.99



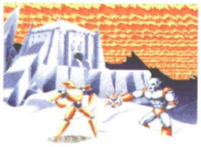
AP36 66% SF
Everyday American Civil War wargame, notable only for a strange habit of always making one side much stronger than the other. Dull.
★★★

BOB'S BAD DAY
Psygnosis £29.99



AP32 85% CW
AP Top 100 No. 56
Original and great fun, *Bob's Bad Day* is a puzzler with a difference. Bob loses his body at the beginning of the story (careless huh?) and his head has to go and find it. The game system involves spinning a maze around so that Bob's head rolls into the right areas. The sparse, nay, primitive graphics of *Bob's Bad Day* in no way detract from the novel and absorbing gameplay.★★★★

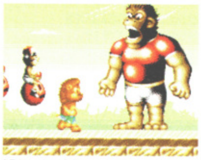
BODY BLOWS GALACTIC
Team 17 £26.99
AP33 72% CW



Great graphics and loads of weird combatants do not really lift this game out of ordinariness. Weedy sound effects mean that you don't feel like you're hitting anything and, frankly, it's too slow.
★★★

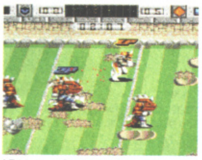
BODY BLOWS GALACTIC A1200
Team 17 £29.99
AP33 79% SM
Three quid extra for marginally nicer graphics. It runs faster but then you bought an A1200 so that it would, didn't you? Worth a look for the unfeasibly strange contestants.
★★★

BRIAN THE LION
Psygnosis £29.99



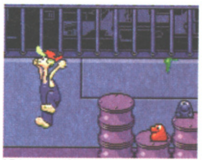
AP37 42% SC
If you made a list of everything you hated about cute character platform games, then compiled another list of things you really really hated about platform games, you'd be shocked to realise that *Brian the Lion* possesses just about every single category on both lists. It's a shame really. Brian tries really hard to overcome the handicap, his platform world is beautiful and possesses some neat hardware tricks, but it's all to no avail. The lame gameplay is just too much for Brian to overcome, the poor little love.
★

BRUTAL SPORTS FOOTBALL
Millenium £25.99



AP32 88% SM
AP Top 100 No. 88
This excellent sports game is one of the variety that is viewed from the side with a pitch that is three or four screens wide. The scrolling is very smooth and the animations all extremely good. The object of the game is to score goals in a sort of Australian Rules Football set in a fantasy world. You have a choice of teams, including several intelligent animal ones. The twist comes in the quantity of violence, decapitation is a fairly common occurence. The control system is intuitive and extremely good, the choice of tactics almost unlimited.
★★★★

BUBBA 'N' STIX
Core £25.99



AP34 84 % CW
AP Top 100 No. 59
Redresses the shortage in the games market for inbred morons from the deep South of America. Bubba is our eponymous hero who has to get back to planet

➤

Earth. To help him, he has an intelligent stick, which has the same kind of functions as a Swiss army knife. Both have got to battle through five levels of increasing difficulty. Superb animation and nice little touches put it way above the average game of this sort.
★★★★

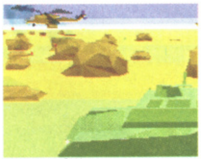
BURNING RUBBER
Ocean £25.99

AP30 79% SC
A curiously different driving game, concentrating more on a near-realistic rallying notion than outright high-octane driving thrills, and turning out all the better for it. It's technically a bit shabby, to be honest, but it's surprisingly good fun.
★★★★

CAESAR DELUXE
Impressions £29.99

AP30 68% RP
Sim City-esque strategy wargame type of affair, with more to do than the original (that's both the original *Caesar* and the original *Sim City*), but no particularly interesting ways to do any of it. Not bad, but it doesn't transcend its setting for non-Roman Empire fans.
★★★

CAMPAIGN 2
Empire £24.99



AP34 51% CW
Looked forward to with enthusiastic anticipation, this game proved to be the biggest let down since the failure of Chamberlain to save the Sudetanland. Gets bogged down by overly pedantic battle map graphic details and battle information flashes. Not so much an exciting modern wargame as an unworkable mess.
★★

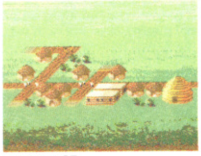
CANNON FODDER
Virgin £29.99

AP32 94% CW
AP Top 100 No. 2
The joint highest score we've ever given a full-price release. Tanks, helicopters, planes, grenades, guns, zoooom, bang, akka-akka-akka, you're dead, I'm not. Rush out and buy this smoothly scrolling death dealer and when you get home you can lead your platoon of grunts through all the horrors of modern warfare. Fine graphics and superb sounds will keep you gripped through all 72 levels of this massive charmer that combines elements of strategy, puzzle and arcade action. They say war will never be this much fun again, allegedly.
★★★★★

CHAOS ENGINE A1200
Mindscape £25.99

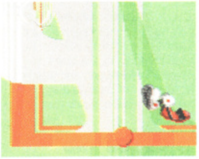
AP34 91%
AP Top 100 No. 29
A1200 upgrade to the ubiquitously adored original. Not too much difference graphically or playability wise, but everything does tend to look 'zingier' and better defined. If you've got the original A500 version, it's not going to be worth your time rushing out and buying this. If not, then what are you waiting for.
★★★★★

CIVILISATION A1200
Kompart £34.99



AP34 89% SF
AP Top 100 No. 50
The game that everyone knows about except your mum. Build cities with which to build armies with which to strike down and conquer your enemies. Failing that, embark on a space race and compete against fellow races in a rather boring utopian vision of the world. Whatever you choose, *Civilisation* is an absorbing game made all the more beautiful with the AGA upgrade.
★★★★★

COOL SPOT
Virgin £29.99



AP34 85% SC
Pretty standard platformer with the accent on 'pretty' and 'standard'. Not as good as either of the console versions, but who cares about that anyway? The main character makes the game. He's Cool, he's got no eyes and no matter what you try to make him do, he always does it in an inimitably cool fashion. Yes, it's a cool game.
★★★★

COSMIC SPACEHEAD
Codemasters £25.99

AP33 78% CW
A highly cute and rather amusing adventure for the younger members of the Amiga game playing family. *Cosmic Spacehead* is a fairly typical adventure game with simplified puzzles for the young. The sections are broken up with a platform game as Cosmic races around trying to convince the occupants of his own planet that the Earth exists.
★★★★

CYBERPUNKS
Core £25.99
AP32 70% SM
Nauseatingly cute cartoon characters wander around killing aliens in a maze. Pick up objects, carry them around and, er, use them. Pick up guns, carry them around and, er, shoot things. There are five huge

levels each with a myriad of different sub-levels. There are loads of power-up options that lend some interest to this otherwise tedious game.
★★★

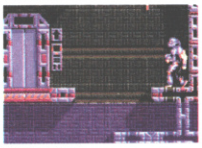
DANGEROUS STREETS CD32
Flair £25.99

AP35 3% SC
The leading name game on the new CD32 pack, but it could single-handedly destroy any credibility that the machine may have built up. Stunningly poor gameplay, stunningly poor graphics and stunningly poor sound. Alternative recommendations for use of the CD that the game comes supplied on are; burning, scratching, hammering and breaking.
★

DARKMERE
Core £29.99

AP37 69% JD
It's an RPG with no distinguishing characteristics other than pretty graphics. The main focus of the game though, rather than the pretty graphics, is the menu system which you use to issue commands and the like. The plot is weaker than standard RPGs' (which are usually weaker than a weak thing) and that is basically the game's downfall. Staunch RPG fans will probably love it for the cute edible bunny rabbits. Everyone else will give it a miss.
★★★

DEEP CORE
ICE £25.99



AP32 54% SM
Very ordinary *Gods* rip-off set in the future with an unfeasibly large central character. Three sections, nine levels in each and lots of small sub-levels make this an enormously tedious game.
★

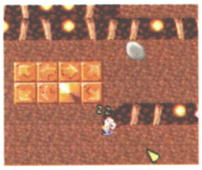
DENNIS
Ocean £25.99

AP34 8% SC
Impeccably impressive platformer. It's just that the impression it makes is one of utter disbelief that Ocean could foist such drivel on an unsuspecting public. Unsaving graces are the poor graphics, poor collision detection, poor design and poorer than poverty stricken gameplay. One to make you look at Ocean with suspicious menace
★

DIGGERS CD32
Millennium £29.99

AP30 80% CW
Near-interesting strategy arcade effort (the first ever AP CD32 review, trivia fans), but almost entirely scuppered by a thoroughly horrible control system. It's massive, but you're not going to be able to suffer the controls long enough to see much of a percentage of it.
★★★

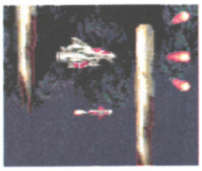
DIGGERS A1200
Millennium £34.99



AP31 72% TN
The CD32's first game makes it to the (relatively) humble A1200 without all the frills, and with a few modifications made following some constructive AP-type criticism. It's a game of alien worlds and mining, where you fight it out with a computer-controlled opponent in the tunnel networks that you create. It's complex and thought-provoking, but the odd pace of the game won't appeal to everyone, and the prospect of the game halting abruptly when your opponent finds enough gems is still infuriating. Compulsive or cack? You really need to see it first-hand to answer that one.
★★★

D/GENERATION CD32
Mindscape £25.99
AP32 90% SC
AP Top 100 No. 32
Apart from the fact that it uses the joypad to good effect, there's no difference to the original version at all. It's still brilliant though.
★★★★★

DISPOSABLE HEROES
Gremlin £25.99



AP31 77% CW
The triumphant return of the horizontally scrolling shoot-'em-up? Well, sadly not, for although *D-Heroes* features some of the most splendidly awesome graphics ever seen, the chances are that most people are never going to see any of the video cameras, monsters and teeth that litter the levels. Why? Well it's all stupidly difficult, even on the easiest level, so you'd have to be some sort of gamesplaying messiah to prefer this over *R-Type 2*.
★★★

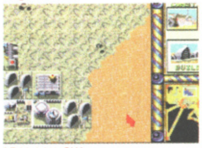
DONK
Supervision £26.99
AP31 76% SM
Okay, so it's another platform game, but that's the bad news over with. *Donk* features not one, but quite literally a duo of Samurai ducks, who spin and run their way through massive levels for whatever reason platform characters do all that running and jumping about. As protection, he can don an egg shell,

to get under low bits he can turn into a plain old rubber duck, and if you haven't got a friend, you can still play it as a bog-standard one-player platformer. And there are loads of crap bird-related jokes as well.
★★★

DOOFUS
Prestige £28

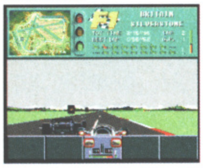
AP33 4% JN
Look, just don't bother alright. It got 4% and we don't do that lightly, whatever people might think.
★

DUNE 2
Virgin £30.99



AP28 91% CW
AP Top 100 No. 14
Not really "more of the same", more a case of "more of something else" – the first *Dune* was a stonking desert planet strategy adventure, and this is a sort of *Sim-City*-meets-*Battle-Isle* wargame affair. And very hot it is too, with real-time combat action and a nice line in synthesised speech as you send your troops off to fight in the scorching spice-wastes. You build, you fight, you harvest, you explore and, er, you fight again. But then again, that's what galactic domination is all about.
★★★★★

F1
Domark £25.99



AP34 90% SM
AP Top 100 No. 16
Rewritten version of *Vroom*. Now includes a split screen two player option. Runs at a full 25 frame update in 'Turbo' mode on an A500 and an astounding 50 frame update on an A1200. Without doubt the fastest racer on the market. Gameplay and handleability are not sacrificed despite the speed. If you're in the market for a racer, or you're other racers are looking tired, buy this. It quite literally blows away the competition.
★★★★★

F117A
Microprose £34.99

AP33 86% SM
Not a huge amount of difference here from other Microprose flight sims, most notably *F19*. The F117A is a stealth plane and there are a range of missions to choose from and you fly about shooting people and buildings and all that. Still it looks lovely, it's fun to play and you feel really good when you complete a mission.
★★★★

FANTASTIC DIZZY
Codemasters £25.99

AP33 80% SC
Dizzy's as eggy as ever in this huge puzzling platformer. Unfortunately there's very little here that's original, and the game seems a trifle thin for the money. Fortunately the atmosphere's good and you'll be kept interested for a long time.
★★★★

FATMAN
Black Legend £25.99

AP34 A500 66% A1200 66% JD
Zany Hungarian platformer. Despite the humour, the game is blighted by the lack of inertia in the eponymous hero. Not very polished in the gameplay front and there's sure to be some tortured souls out there who'll take offense at the tastelessness of poking fun at fat people. We think that it's not quite a load of old tat, but it's definitely close.
★★★

FLASHBACK
US Gold £37.99

AP25 92% CW
AP Top 100 No. 26
Another *Another World*, only this time the graphics are even better and there's a good deal more to the gameplay. The extraordinary in-game animations have to be seen to be believed, and the horrific arcade adventure playability keeps you coming back for more. It's kind of pricey, and some sections are too frustrating, but *Flashback's* still a major milestone in Amiga gaming. Ooh yes.
★★★★★

FLY HARDER
Buzz £9.99
AP36 90% CW CD32 £14.99
72% SC

Great *Thrust* derivative that's included here despite being a budget game because (a) it's so good, and (b) it's an original CD32 game as well. Get it on floppy, though, because it's so ferociously hard that playing it with keyboard is your only chance.
★★★★★

FRONTIE
Gametek £3

AP32 A500 6
AP Top 100 N
Massive spac
much in the s
but lacks the
qualities. The
cut it and the
It is huge thou
involved in the
your actions h
there are vari
the Empire an
have very lon
nowhere near
be.
★★★

FURY OF
Mindscape £

AP34 77% CV
AP Top 100 N
Probably the c
invented for a
the gameplay
platform cum a
winner. Much I
the skills of the
decide what ca
Unlike *Lost Vi*
individual skills
switch betwee
to traverse var
bonkers Frenc
★★★★

GEAR WO
Hollyware £19

AP30 60% SM
Awful-looking,
puzzle game b
gears in what l
a clock. It's not
persevere thro
and you'll find a
puzzler at a hal
price. Nothing
admittedly, but
fans of puzzle
★★★

GENESIA
Mindscape £2

AP33 JD 73%
The god-sim ba
beginning to cre
the weight of all
alikes coming o
Populous, plays
elements of nea
plot twist involve
gems that you s
on when you sta
building your cit
it's highly unorig
★★★

GLOBAL C
Quantum Softw
(startup kit)
AP28 53% CW
Modern-day pla

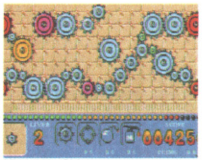
FRONTIER: ELITE 2
Gametek £34.99

AP32 A500 65% (A1200 75%) RL
AP Top 100 No. 100
Massive space adventure that is very much in the style of its predecessor but lacks the same totally addictive qualities. The graphics don't really cut it and the sound is fairly minimal. It is huge though and you get involved in the twisting story lines. All your actions have consequences and there are various factions such as the Empire and the Federation who have very long memories. Overall it's nowhere near as exciting as it should be.
★★★

FURY OF THE FURRIES
Mindscape £25.99

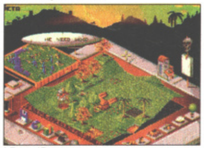
AP34 77% CW
AP Top 100 No. 65
Probably the dumbest name ever invented for a game. Despite that, the gameplay really makes this platform cum adventure game a winner. Much like *The Lost Vikings*, the skills of the main character decide what can and can't be done. Unlike *Lost Vikings* with their individual skills, the character can switch between skills and use them to traverse various obstacles. Crazy bonkers French game.
★★★★

GEAR WORKS
Hollyware £19.99



AP30 60% SM
Awful-looking, but sneakily intriguing, puzzle game based on connecting up gears in what looks like the insides of a clock. It's not an instant hit, but persevere through the first few levels and you'll find a pretty absorbing little puzzler at a halfway-reasonable price. Nothing very exciting, admittedly, but good stuff for (ngh!) fans of puzzle games.
★★★

GENESIA
Mindscape £29.99



AP33 JD 73%
The god-sim bandwagon is beginning to creak and groan with the weight of all these new look-alikes coming out. *Genesia* looks like *Populous*, plays like *Settlers* and has elements of nearly all the others. A plot twist involves a quest for seven gems that you send your knights out on when you start to get bored with building your city, but apart from that it's highly unoriginal.
★★★

GLOBAL CONFLICT
Quantum Software £12.99 (startup kit)

AP28 53% CW
Modern-day play-by-mail world domination game. To play, you get a map, a strategic update screen, and some reasonably effective sound effects to convey the combat sequences. But can the vagaries of the British postal system compete with the up-to-the-minute tactical thrills of modem link-ups? Our reviewer thought not.
★★

INTELLIGENCE REPORT
MILITARY PURCHASE
TROOP DEPLOYMENT
TROOP MOVEMENT
AIR OFFENSIVE
GROUND OFFENSIVE

GLOBAL GLADIATORS
Virgin £30.99

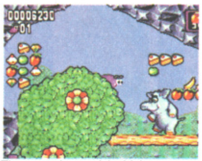
AP28 84% TT
At last – a cute platform shoot-a-rama with a difference you'll enjoy. Excellent graphics, slick gameplay, lovely big levels, endearing characters – you name it, you "got it" (as I believe these modern fast-food outlets are saying nowadays). There's a few too many jumping-into-empty-space-and-hoping situations for entirely comfortable gameplay but, medical experts agree, it's still the ideal antidote to 'platform fatigue'.
★★★★

GLOBAL DOMINATION
Impressions £34.99

AP34 67% CW
The boardgame Risk is the inspiration for this computer strategy game that feels like a boardgame. Like Risk the aim of the game is to build up armies capable of invading and holding onto other peoples' countries. It diversifies from Risk with the addition of movement limitations and army building restrictions. Despite this, it doesn't quite hold the same appeal as the age old classic and at £34.95 is globally overpriced.
★★★

GLOBDULE
Psygnosis £29.99

AP33 82% DG

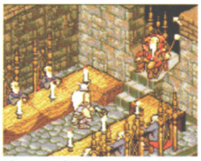


The amorphous sticky blob as cartoon style platform hero makes an encouraging return in this huge game. There are loads of levels, it's instantly playable and very addictive. A thoroughly polished performance that lacks all originality. But hey, it's loads of fun. Besides, we like leaping around and sticking to things.
★★★★

GOBLINS 3
Coktel Vision £34.99

AP34 77% JN
Features some of the most appealingly useless characters ever seen in a point and click puzzler. Your role is more of a godlike overseer rather than any particular character, with your main task being to help Blount, the crap reporter research a story. Brilliant presentation peppered with beautiful animation and spot sound effect make this a non-stop comic bonanza which should have you laughing all the way to nowhere in particular, until you reach the bank that is.
★★★

HEIMDALL 2
Core £34.99



AP37 79% SM
A 3D-Isometric RPG which despite the hype and overly high scores in certain other magazines, does nothing to push the bounds of this type of game; a major quest broken down into sub-quests which have to be completed before you can proceed. Some of the puzzles involved are simple, other are convoluted, and others are just downright impossible. It'll take a long time to complete, but doesn't offer enough to justify the exorbitant price of thirty five quid.
★★★★

HIRED GUNS
Psygnosis £29.99

04-56FE Tesseract
MC 128-7 CM
Mech, 6 years
Combat-infantry series

AP30 88% SM
After a wait so long that it wasn't even funny any more, DMA Design's four-player *Dungeon Master* clone is here, and it's a winner. *Hired Guns* is big, it's hard, and you'll have to be pretty damn clever to make much of an impact on its gargantuan world. There's something here for everyone – a damn good game.
★★★★★

INNOCENT UNTIL CAUGHT
Psygnosis £29.99

AP35 81% CW
Psygnosis make an attempt at usurping *Monkey Island*, both for humour and likeability with their not so heroic hero, Jack T Ladd. Point and click adventure with some less than standard features, adds to the flavour of this inter-galactic romp. Your hero has only 28 days to cough up the equivalent of a planet's debt or else it's the equivalent of the Inland Revenue's Death Star. Recommendable.
★★★★

INTERNATIONAL SOCCER
Zeppelin £9.99

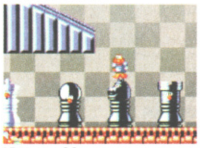
AP38 23% JD
Worth buying if only for the comedy factor. You and a friend will hoot with laughter at the derisory speed of some of your players. Other than that it's crap. ★

ISHAR A1200
Daze £29.99

Irvan's Island
Thank you, little lads. Are you hiring ?

AP29 84% DG
You want good graphics? If you've got an A1200, then it's always good to know that your gear's that little bit better than your neighbours, but although the A1200's extra palette adds to the pictures, it's still the same old game as the standard *Ishar*.
★★★★

JAMES POND 2 ROBOCOD CD32
Millennium £29.99



AP32 45% SC
All very well in its day but on a brand spanking new format such as the CD32 this game looks old, tired and boring. No thank you.
★★

JAMES POND 3
Millennium £29.99

AP38 46% SC
Touted as 'the best platformer ever', this sadly fails to deliver. Although it's huge and there are loads of secret rooms, it's very annoying to play. There's even a (dramatic gasp) slippey-slidey ice world. No, no, no.
★★

JET STRIKE
Rasputin Software £26.99

AP32 68% DG
A curiously nostalgic game that is reminiscent of mid '80s 8-bit games played on a Spectrum. You choose from a variety of planes and fly around shooting things, crashing into tall buildings and completing missions. The action is viewed from the side and the graphics are crap.
★★★

JURASSIC PARK A1200
Ocean £27.99

AP33 71% SM
Blockbuster graphics, b-movie gameplay. Rather like the film you roam around the park rescuing small children and fighting off scary dinosaurs. The 3D sections inside the buildings are far and away the most fun with some genuine surprises lurking round the corners.
★★★

K240
Gremlin £29.99

AP37 83% SM
Utopia got a good rating from AP first time round. *K240* is basically *Utopia 2*. And what an improvement over the original it is. *Sim-City* meets *Populous* set in an asteroid cloud in space. You're job, to mine and explore the asteroids in sector K240. This would all be hunky dory and rather dull, apart from the fact that there are aliens out there set on blowing your plans and asteroids to smithereens. Its a race to mine enough ore to build enough ships to go out there and push the enemies face in. And there's nothing quite like the feeling of destroying the enemy's asteroids, that's for sure.
★★★★

LABYRINTH OF TIME
Electronic Arts

AP35 CD32 47% CW
Imagine one of the most beautiful slide shows that you've ever seen on an Amiga. Then imagine a less interactive slide show. That just about sums up *Labyrinth*. You've got to save the earth or something equally as paltry and explore a connecting maze at the same time. Nothing can hide the fact that there's no gameplay, no atmosphere, and ultimately, no reason at all whatsoever to play the thing.
★

LAMBORGHINI AMERICAN CHALLENGE
Titus £25

DAMAGE
DISTANCE
183

AP34 74% A500 80% A1200 SF
Crazy Cars 3 with a Lamborghini. Race over 15 different circuits dispersed over the whole of the US of A. Earn money by winning races and gambling on the outcome. Spend the money on upgrading the car with the usual run of the mill improvements like new tyres and gearboxes etc. It's not anything you haven't seen before, but it's still capable of firing you up on all cylinders.
★★★★

LEGACY OF SORASIL
Gremlin £25.99

AP36 80% SM
Look, it's *Hero Quest 2*, alright? Perfectly fine and fun RPG hack-'em-up as it goes, but why not try *Sabre Team A1200* or *Laser Squad* (still) for something a bit zingier?
★★★

LEMMINGS 2 – THE TRIBES
Psygnosis £29.99

AP24 92% SC
AP Top 100 No. 20
Super lemmings, jet-pack lemmings and hundreds of tiny McLemmings, what more does a sequel to one of the most popular games of all time need? With 52 different lemmings, save game options and an actual storyline, *Lemmings* the Second rises above an already pretty damn spiffing original.
★★★★★

LIBERATION: CAPTIVE 2 CD32
Mindscape £34.99

AP33 91% SF
AP Top 100 No. 33
The first game that really uses the CD32 to its full potential. Massive gameplay area, 4000 levels, hours of digitised speech and fairly horrible graphics (sadly). Guide your four androids around the city which is viewed in *Dungeon Master* style and, by picking up and following the clues, liberate the wrongly imprisoned.
★★★★★

LIBERATION A1200
Mindscape £29.99

AP36 89% SM
AP Top 100 No. 33
They said it couldn't be done, but A500/600/1200 owners with 1.3 megs of free RAM can now play Tony Crowther's CD32 blockbuster from humble floppies. Apart from the sound, there's very little discernible difference between the CD32 and A1200 versions, and although the non-AGA machines simplify the graphics somewhat, the massive city with its captivating gameplay (cheers) remains pretty much intact.
★★★★★

MAELSTROM
Empire £34.99

SURVEY
MINE
CLOSE
PERSON

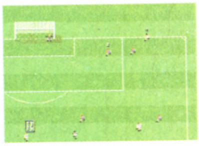
AP35 72% SM
A space opera management game which may well appeal to science fiction fans. Lots of groovy stuff in here to get your teeth into. You are overlord of the most strategic planet in the galaxy. The big bad empire are out to conquer you. You must defend yourself effectively or else it's curtains. Gameplay is somewhat hindered by silly names and lack of an undo feature on the options.
★★★

MAGIC BOY
Empire £25.99

AP33 37% SC
We've seen it all before and we've seen it done better. *Magic* ➤

Boy is a very similar game to *Rainbow Islands*, only nowhere near as good. It's not all bad, it's got a few interesting bits and loads of secret rooms and all that, but the controls aren't too slick and the graphics are too small.
★

MANCHESTER UNITED PREMIER LEAGUE CHAMPIONS



Krisalis £29.99
AP36 62% (A1200 63%) SC
It's *Sensible Soccer*, but for *Kick Off* fans.
★★★

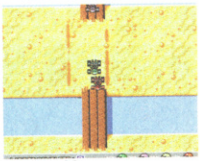
MEGA MOTION
Black Legend £9.99

SCORE
TIME
LEVEL
LIVES

AP35 75% SM
An original if somewhat hard to categorise puzzle game. 100 levels grouped into four difficulty types provides a nice balance for children and adults. Guide a Newtonian kinetic mimetic 'thing' to an exit. In between there are fiendishly placed obstacles and bombs in your path which have to be negotiated and blown up. The down side is that once a level has been completed, you're not going to go back to it.
★★★

MICROCOSM CD32
Psygnosis £44.99
AP36 44% SC
Hugely disappointing rehash of *Space Harrier* that's neither as pretty as we'd hoped or as interactive as we'd been told. The animated intro's impressive, but 45 quid is about a fiver for every minute's entertainment this'll give you before you get utterly bored.
★

MICRO MACHINES
Code Masters £25.99



AP30 88% SC
AP Top 100 No. 17
Finally arriving from those pesky consoles, this is certainly the most original, and just as certainly the best, overhead-view racing game the Amiga's ever seen. A wide variety of settings and vehicles with very real handling differences means the chances of you ever getting bored of *Micro Machines* are about the same as of *Sonic The Hedgehog* getting converted to the Spectrum.
★★★★★

MONOPOLY
Supervision £27.99

FREE PARKING

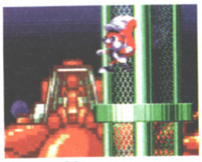
AP38 81% SC
A surprisingly fun version of the board game classic, made exciting by the character-filled opponents such as Lord Topper, Bosun Barnacle and Mobile Michael. Gather the family around your computer and force the loser to make cups of tea for £500 Monopoly money.
★★★★

MORTAL KOMBAT
Virgin £29.99

195000
15815

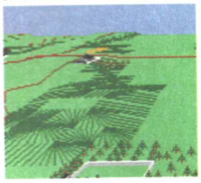
AP33 86% SC
AP Top 100 No. 27
Surprisingly excellent conversion that must make the Amiga version far and away the most playable and enjoying. Thrash, maim and destroy your opponents and move on up to eventually face the thing with four arms and finally the evil overlord, or something. Easy to control, good enough graphics and those exciting spurts of blood all add up to lots of fun, fun, fun, fun, fun.
★★★★★

MR NUTZ
Ocean £25.99



AP38 80% SC
Although it's rather sprawling and seems sometimes aimless, this is nonetheless a well programmed and entertaining platformer. Mr Nutz is a squirrel out to save the world, or something like that. This *Mario*-esque adventure will give you hours of fun. If you like that kind of thing.
★★★★

NAPOLEONICS
On-Line £34.99

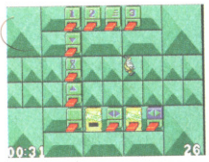


AP30 22% DG
Unutterably awful wargame for dreary anally-retentive psychopaths with dysfunctional personalities.
★

NAUGHTY ONES
Interactivision £25.99

AP36 90% SC
AP Top 100 No. 47
A fabulously loveable single-screen arcade platformer following in the traditions of *Bubble Bobble*, *Parasol Stars* etc. Dozens of stages, formidable difficulty and lovely to play. Just the way we like 'em.
★★★★★

ONE STEP BEYOND
Ocean £19.99
AP29 87% CW
QUAVERS star, Colin 'QUAVERS' Curly is the only character in this platformy puzzler type thing featuring sliding platforms and QUAVERS. You may feel that having QUAVERS in a game is a tad needless and merely an excuse to advertise QUAVERS, and you'd be right.



However, QUAVERS aside, it's still a groovy and fun and funky and taxing and, and... lots of other Good Things sort of puzzle game that needs you to think AND react quickly. Oh, and did we remember to mention QUAVERS?
★★★★★

OSCAR CD32
Flair £25.99

AP32 51% SC
Dull, generic, derivative and thoroughly mediocre. *Oscar* has a few nice ideas scattered about its many levels but they are far too few and too far apart.
★★

OSCAR
Flair £25.99

AP31 66% CW
Yet another game that's hyping itself as THE game of the year, which means that it's got much further to fall when you knock it off its perch. Oscar's basically just a cute character to replace the slightly nauseous troll that featured in Flair's previous platformer, but apart from this cosmetic change, the gameplay's exactly the same as *Trolls*. What's odd is that in trying to make it look better, they've produced a messy playing area that hides baddies, and a game that generally suffers from that unforgivable platform trait of enemies re-appearing when you've killed them. Not by any definition a memorable game.
★★★

OVERDRIVE
Team 17 £25.99

AP31 46% SC
The game that's been hyped as the mother of all overhead racing games turned out to be a tad mediocre and not really worth the wait. This lacklustre attempt from Team 17 fares even worse because of the sheer wonderfulness of *Micro Machines*, which beats it on every count. Hands down.
★★

OVERKILL
Mindscape £19.99
AP30 84% SC
AP Top 100 No. 35
This beauty is a fast and sexy A1200-only *Defender* derivative for slightly more exciting anally-retentive psychopaths with dysfunctional

personalities. And we mean that, yes we do.
★★★★

THE PATRICIAN
Daze £29.99

Mr. DUWES in Stettin

AP29 54% JD
All those of you out there who are really into the Hanseatic League of merchants who traded across Europe in the 13th and 14th Centuries are in for a real treat with this one. Although you trade across the world, marry for status and money and fight off pirates, all the action seems to be fixed in Europe, and the intricately animated graphics don't really detract from the big question – is there anyone out there who's going to be interested in this?
★★

PERIHELION
Psygnosis £29.99

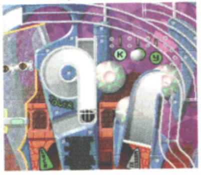
AP36 77% CL
Overwhelmingly orange RPG, a bit like a less-accessible version of *Laser Squad*. The graphics are pretty (in an orange kind of way), the onscreen text's a bit difficult to read (because of all the orange, probably), and the gameplay's a bit orange. Er, unoriginal. But it's okay. If you like, etc. ★★★

PINBALL FANTASIES A1200
21st Century £29.99

TRIP
CAR
TV
1 BILLION

AP32 91% JN
AP Top 100 No. 10
Bigger, better, smoother, faster, wider, wittier, etc, etc. Well, the graphics are even more gorgeous anyway. ★★★★★

PINBALL FANTASIES CD32
21st Century £29.99



AP32 90% SC
AP Top 100 No. 10
Nothing much new here, a couple of extra tunes and more colours. It's still just about the dandiest thing you can get for your new console though.
★★★★★

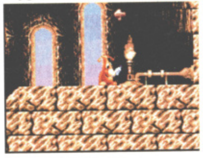
PIRATES! GOLD CD32
Microprose £29.99

AP 35 74% SC
Yo ho ho and a bottle of rum, pieces of eight and shiver me timbers are all phrases which will slip off your tongue when you play *Pirates! Gold*. It's basically just a re-release of *Pirates!* with tarted up graphics. Despite the basic framework, it manages to hoist your mainbrace and rope you into its rigging. Certain aspects are unnecessarily tedious and the combat system is too simple. Despite that, it's still a jig of a game.
★★★

PRIME MOVER
Psygnosis £25.99

AP32 22% SC
Bad music, nasty noises, crap controls and years of boredom and frustration are yours if you buy this piece of motorbiking nonsense from 'ought to know better' Psygnosis – so don't.
★

PUGGSY
Psygnosis £29.99



AP36 40% SM
Puggsy? Crapsy, more like.
★

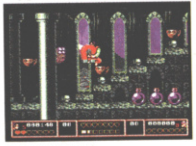
THE RYDER CUP A1200
Ocean £29.99

AP35 77% CW
The *Ishar 2* of golf games. You'd never guess it from the name, but this covers the annual tournament between the golfers of Europe and the loud-mouthed cap-toothed prima donnas of America; the Ryder cup. The tournament inclusion lets you play with and against your friends in teams. Golf purists and other sensible trouser-wearers would probably be best advised to search out Nick Faldo's computer golf incarnation.
★★★

SABRE TEAM A1200
Krisalis £29.99

AP35 89% CW
AP Top 100 No. 45
A *Laser Squad* variant, but this time using real computer people. Not only does it look better than the aforementioned game due to the AGA enhanced graphics, it also plays better. Movement is now much quicker and a whole mission can be played proficiently in an hour or so. Considering the action, strategy and planning required, this is one game that will be greatly enhanced by the release of extra mission disks.
★★★★★

SECOND SAMURAI A1200
Psygnosis £29.99



AP36 89% CW
AP Top 100 No. 19
Different to, but not noticeably better or worse than, the ordinary A500 version. But that doesn't work on A1200s, so if you've got one and you want to play *Second Samurai*, get this version.
★★★★★

SECOND SAMURAI
Psygnosis £29.99

AP32 90% JN
AP Top 100 No. 19
After *First Samurai* comes, er, *Second Samurai*. And a jolly good platform game it is too. Crammed full of super sounds, gripping graphics, perplexing puzzles and enigmatic enemies it will take you an age to complete. There are three worlds, each with four levels and every new level is just that bit more difficult than the last, making for a classically addictive game. *Second Samurai* stands head and shoulders above the majority of boring platformers, it has all the obligatory features such as bonus rooms and bosses but somehow has more style.
★★★★★

SEEK AND DESTROY
Vision Software £19.99

AP32 79% SM
Putting you in command of an Apache helicopter this game is viewed from above and scrolls in every direction. Armed with a chain gun, Fire and Forget Air Rockets, Air-to-air intercept missiles, Air-to-ground missiles, Napalm and with the ability to call up an air strike when you need extra help, you have a variety of missions to complete. It's fast, fun and extremely difficult. It's got good noises and dull graphics.
★★★

SIERRA SOCCER
Sierra £24.99

Germany 0:0 Bolivia

AP38 62% SM
An interesting copy of *Striker* (allegedly) that is sadly flawed by one or two bugs. The computer frustratingly switches between your players as it tries to decide which is nearest the ball and the whistle may blow in between you hitting a penalty and the ball gc
Annoying.
★★★

SIMON TH
Adventure Sc

AP34 69% JD
Point and click
the fairytale' fe
from the usual
you spend a lo
screen with the
anything regist
throughout witl
jokes and suffe
adventure syn
messages. Fa
Grimm and CS
Everyone else
★★★

SKIDMARI
Mindscape £2

AP34 78% A5(
Fantastic little
completely writ
Race over twel
using the painf
B-splines. The
all of their own
frames used to
owners are cat
enhancement
and racing aga
opponents take
dimension.
★★★★

SNAPPERA

Alternative £1
AP34 36% SM
Not good enou
run-of-the-mill.
you in charge o
tabloid reporter
celebrities for a
requires pixel p
is further decre
nauseating colc
background. All
missed even at
price of £20.
★

SOCCER K
Krisalis £29.99

AP29 88% SC
A game about a
could only really
and quite unsur
Annoying music
spoils this graph
platform rompin
attempt to rebui
links between th
are fairly obviou
inertia on the m
giving him a foo
special shots) th

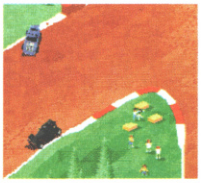
and the ball going into the net. Annoying.
★★★

SIMON THE SORCERER
Adventure Soft £34.99

wizard has returned!

AP34 69% JD
Point and click adventure with a 'spot the fairytale' feel about it. Suffers from the usual 'interactive' pitfalls i.e. you spend a lot of time scanning the screen with the pointer to see if anything registers. Peppered throughout with utterly forgettable jokes and suffers from the early text adventure syndrome of 'can't do that' messages. Fans of the Brothers Grimm and CS Lewis may like it. Everyone else should avoid.
★★★

SKIDMARKS
Mindscape £24.99



AP34 78% A500 80% A1200 SM
Fantastic little racing game completely written in Blitz Basic. Race over twelve tracks generated using the painful sounding quadratic-B-splines. The cars have a character all of their own due to the number of frames used to draw them. A1200 owners are catered for with an AGA enhancement disk. Handling is good, and racing against several human opponents takes it to a new dimension.
★★★★

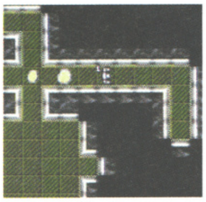
SNAPPERAZZI

Alternative £19.99
AP34 36% SM
Not good enough to be considered run-of-the-mill. This platformer puts you in charge of a demented looking tabloid reporter who has to snap celebrities for a living. The gameplay requires pixel perfect positioning and is further decremented by a nauseating colour cycling background. All in all, one to be missed even at the super soaraway price of £20.
★

SOCCER KID
Krisalis £29.99

AP29 88% SC AP Top 100 No. 64
A game about a kid who likes soccer could only really be called one thing, and quite unsurprisingly this is it. Annoying music is the only thing that spoils this graphically gorgeous platform romping tale of a boy's attempt to rebuild the World Cup. The links between this and *Arabian Nights* are fairly obvious, but by reducing the inertia on the main character and giving him a football (with loads of special shots) those Krisalis boys have improved on their previous Far Eastern frolic.
★★★★★

SPACE HULK
Electronic Arts £24.99



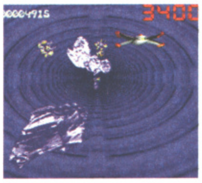
AP31 76% TT
An atmospheric conversion of the popular Games Workshop board game that pits a load of heavily armed and armoured space marines (you) against a swarming mass of evil 'Genestealer' aliens (the computer) aboard decaying space ships. It's a sort of strategy combat game, where you plan your assault on an overhead map view, and then creep around the corridors in a first-person *Dungeon Master* view. It's derivative of half-a-dozen games, but still fun and playable.
★★★

STABLE MASTERS 2
ESP Software £24.95

RACECOURSE
EPSOM
GNG: GOOD
DRAW: Low (4) up to 6f
RACE

AP38 58% SM
A sort of football management sim for horse fanciers, *SM2* gives you the chance to race the horses you've trained, collect the prize money (or not) and bet on yourself. The down side is wading through all the statistics, which is tedious if you're not a big fan of the gee-gees.
★★★

STARDUST
Daze £16.99



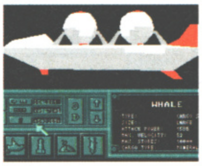
AP33 89% SC AP Top 100 No. 23
Superb looking and eminently enjoyable *Asteroids* with a thousand more levels, features and enhancements. Great music synchs amazingly well to the action and gets you totally involved. Gorgeous graphics pour out of the screen and into your eyes. This beauty will keep you blasting away for hours and hours. So buy it!
★★★★★

STAR TREK A1200
Interplay £34.99

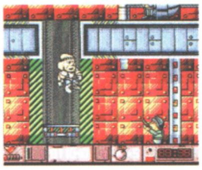
Mr. Scott
s are off-line!

AP34 62% DG
Even the most die-hard of fans will find this 25 year tribute disappointing. It's for A1200's with hard drives only. While this should have made the game nice and complex and able to run like a peach, it all comes down to the fact that the game is a series of mini adventures none of which offer enough to whet your interest beyond being slightly bored.
★★★

SUB
Thalamus £30
AP33 62% JN
A strategy game set in the aftermath of apocalyptic disaster. You control (can you guess?) a Submarine. You have to mine and trade and fight and generally rebuild your own miniature underwater civilisation. Sounds alright but it's all rather tedious unfortunately.
★★★



SUBURBAN COMMANDO
Alternative £24.99



AP33 62% SC
A mish-mash of various game styles with elements of shoot-em-up, beat-em-up and platform games. It's hugely derivative but not as bad as it could be. It stars Hulk Hogan too.
★★★

SYNDICATE
Electronic Arts £34.99

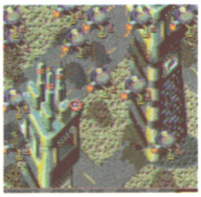
AP28 91% (A1200 93%) TT
AP Top 100 No. 9
Four super pals have an exciting time sightseeing in the cities of the future, a golden land of opportunity and adventure. Oh, and I guess I should also mention the cyborgs, the crime syndicates, the horrifying selection of close-quarter firearms and the almost limitless opportunities for ridiculously sadistic violence. Yup, Bullfrog have hit the mark again with an extraordinarily absorbing strategy/god sim/shoot-'em-up, borrowing heavily from everything from Blade Runner (the film) to *3D Ant Attack* (on the Spectrum). And does it work as a coherent whole? You betcha. ★★★★★

T2 – THE ARCADE GAME
Virgin £25.99

TERMINATOR: ONE 00028550
CREDITS 04
TERMI 0000

AP33 57% SC
It's a shooting gallery fest with all your favourites from the movie. Well actually it's all your favourite bits from the far future bit of the movie. Armies of terminators come storming towards you and you shoot them all. And, er, then armies of terminators sprint across the screen and you shoot them all. And, er, so on...
★★

THEATRE OF DEATH
Psygnosis £29.99
AP31 61% DG
There's something ever so slightly wrong with this control-squads-of-little-soldi ers-around-and kill-the-other-guys game. Maybe it's the awkward isometric graphics that make it look as if all the roads go uphill, maybe it's the annoying control system that involves switching between map screens and battle areas every few seconds, or maybe it's the amateurish gunfire effect that's little more than a line drawn between the soldier and the target. There's plenty of heavy weaponry and gore spread across loads of different playing areas, but it's no *Cannon Fodder*, is it? ★★★



THE SETTLERS
Kompart £34.99

AP32 88% A1200 90% CW
AP Top 100 No. 38
An absorbing economic simulation with cute cartoon characters? Well, yes. Build a castle, a butchers, a bakers, a farm, a windmill and a host of other buildings and watch the tiny inhabitants scurry around building, baking, butchering, farming and a host of other things. Then take over other settlers with your knights and you've won.
★★★★★

TORNADO
Digital Integration £34.99

AP35 78% 82% A1200 CL
Probably as in-depth as flying the real thing. There are well over 100 buttons to press, which when pressed will engage your terrain-hugging Tornado in some sort of aerial manoeuvre. There are several pre-programmed missions to be engaged in, but it's severely hampered by speed of frame update, even on an A1200. Still doesn't stop the level of attention to detail being both impressive and daunting. State-of-the-art pedantry.
★★★

TOTAL CARNAGE
ICE £29.99

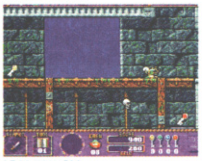
AP37 10% SC
The *International Rugby Challenge* of coin-op conversions. It bears as much resemblance to the coin-op as a Centurion Tank does to Thomas the Tank Engine. It's impossibly difficult to play, collision detection is awful. There are numerous extra lives strewn around in a desperate attempt to keep you playing, but when all's said and done, it comes down to the simple fact that only the name gives you a clue to the origins or aims of the game. We advise you to give it a well earned miss.
★

TORNADO A1200 VERSION
Digital Integration £39.99

SITUATION
Mission

AP38 82% JD
There are minimal differences between this and the ordinary version. More colours etc.
★★★★

TRAPS 'N' TREASURES
Krisalis £25.99



AP38 79% SM
Pirate platform antics with plenty to do. The monsters are a bit too hard perhaps, but the puzzles are intriguing and will make this game last you for some time.
★★★

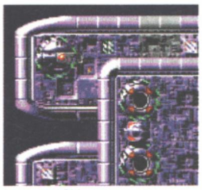
TURRICAN 3
Renegade £25.99

AP31 67% CW
Nah, they're not fooling anyone with this one. It's *Turrican 2* again, only with a funny new rope attachment that allows you to swing from platforms and leap bottomless ravines. If you liked *Turrican 2*, then the chances are that you'll like this, because it's the same game. If you didn't like *Turrican 2* then you'll hate this for all the same reasons. ★★★

TUBE WARRIORS A1200
Dynabyte, £25.99

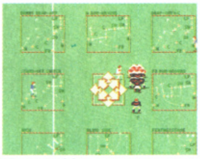
AP36 12% SC
Horrible beat-'em-up that makes about as much use of the A1200 as my granny does when she's going shopping. For vegetables.
★

URIDIUM 2
Renegade £25.99



AP31 78% SM
AP Top 100 No. 49
Andrew Braybrook's classic game of shooting the hell out of monster spaceships just got that little bit better, and that's about all really. The differences between this new version and the original are miniscule, with a small amount of vertical scrolling, and an all-round slicker feel, and although there's a new sub-game once you're inside the ship, it's fairly tiresome and dull and not really worth the effort. Not so much a sequel as version 1 point 2. ★★★★

WEMBLEY RUGBY LEAGUE
Audiogenic £19.99



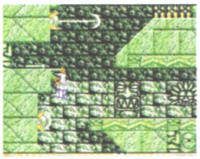
AP38 62% SC
A manly and noble sport makes its debut on the Amiga. Unfortunately this is probably not quite as much fun as *Five Nations Rugby* (AP14, 86%) which uses the same game engine. Something's missing in the translation.
★★★

WIZ 'N' LIZ
Psygnosis £29.99

WIZ-00003250 ×2 BONUS

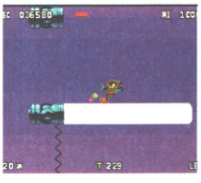
AP31 SC 78%
Deliberately aimed at the, erm, youth end of the market, *Wiz 'N' Liz's* confrontation-free gameplay tends to leave you wondering where exactly the actual gameplay is. With no baddies, and therefore no-one to kill or be killed by, you play a sorcerer racing to free bunnies, with time being your only enemy. Free the bunnies, collect words to form spells and, well, that's it really, but a competitive two-player option and a fantastically speedy pace make it quite fun. Surprisingly.
★★★

YO! JOE!
Hudson Soft £26.99



AP28 91% SC AP Top 100 No. 37
Gorgeously extensive platformer, featuring the wide-ranging adventures of the eponymous Joe and his friend Nat. The whole thing's characterised by an astonishing attention to detail, with beautifully-designed levels, excellent effects, loads of excellent weapons *plus* a simultaneous two-player mode – it's not perfect, but it's nice to see people trying. Attention to detail, see? That's the key to a good game. Yes.
★★★★★

ZOOL 2
Gremlin £25.99



AP33 86% SM
It's good to know that there are platformers out there that look and feel good to play. The programmers of this beauty have really let their imaginations go and stretched the platform genre to its limits. Beautiful animations, stunning backgrounds and playability by the bucket full. *Zool 2* is well worth buying.
★★★★

the

A robin alights on a gnarled old tree stump and sings a song – a song of sunlight, apple blossom and AMIGA POWER readers with items they wish to advertise.

SOFTWARE

- Atari 520 STFM for sale, £150 ono, with 40 games and mouse.
Andrew Shufflebotham
0782-775014

- Over 200 original Amiga games, new stuff and old stuff, prices £3 and up. Go on and give me a ring – you know you want to. Paul, after 6pm.
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0243-830058

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Morgan Bowen
0296-720512

- *1869*, *Magic Boy*, *Premier Manager*, *Caesar Deluxe*, £15 each. All originals with books.
Mark Gibbon
091-2521318

- *Dune 2*, £10. *Ishar 2*, £10. *Elite 2*, £10. *Syndicate*, £10. *Goal*, £5. Plus loads more, all originals, from £1-£10.
Dawn Thompson
0493-653195

- *Premier*, *Heroquest*, *Turtles Coin-Op*, *Sleepwalker*, £6 each. *SWIV* and *Warzone*, £4 each. Others available.
Richard Adams
0793-850169

- Sell or swap: *Cannon Fodder*, £17. *SF2*, *Hook*, *Black Crypt*, £9. *Pools of Darkness*, *Hollywood Collection*, £8. *Pools of Radiance*, *Bard's Tale* 3, £5. All originals, swap for any good games.
Rapido Minto
0326-250782

- *Striker*, *Pinball Dreams*, *Zool*, *Putty*, *Future Wars*, *Alien Breed Special Edition*, *Super Hang-On*, *MicroProse F1GP*.
Tim Yates
0684-833361

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Andrew Cockburn
0289-331471

- *Dizzy Prince*, £5. *Magicland Dizzy*, £5. *California Games 2*, £5. *Stig the Slug*, £5. *Sleepwalker*, £10.
Michael Ford
0268-694215

- *Syndicate*, *Chaos Engine*, *LSL1*, *First Samurai*, *Star Trek A1200* amongst others, £5-£20.
Simon Roberts
0252-870102

- *Cannon Fodder*, *Mortal Kombat*, *Sensible Soccer*,. £12 each.
Nicotine Racked Mason
0742-451115

- Floppy disk-based *Lemmings 1&2*, *Sensible Soccer 92/93*, and all AMIGA POWER coverdisks since issue 13. Also CD32 versions of *Zool*, *Diggers* and *Oscar*. Phone now – ask for James. Buy, buy, buy!
James Wylie
0365-823964

- *Heimdall*, £8. *Super Space Invaders*, £7. *Cisco Heat*, *Race Drivin'*, *Die Hard 2*, *Beach Volley*, £5 each.
Chetan Mehta
081-890 3866

- *Gunship 2000*, £16. *Flashback*, £16. *Putty*, £5. *Jurassic Park*, £15. *Another World*, £6. *Curse of Enchantia*, £8. (All originals but no boxes.)
Campbell Nobody
0955-83415

- *Graham Taylor*, £14. *Fire and Ice*, £18. *Mercenary*, £5. *Batman*, £5 (without instructions). All boxed originals.
Darren Clark
081-715-3017

- *Desert Strike*, *Putty*, *Chaos Engine*, *JWWS*, *R-Type 2*, *Vroom*, *Pinball Fantasies*, £8 each.
David Bertram
0642-701257

- *Desert Strike*, *The Blues Brothers* and *Jaguar XJ220*, £5 each. All boxed with instructions and in good condition.
Jonathon Cowley
0533-416694

- *Brutal Sports Football*, *Alfred Chicken*, *Flashback* and *Skidmarks*. All VGC – £15 each.
Paul Stuart
0533-386822

- *Wings*, £5. *Man Utd*, *Toki*, *Gremlins 2*, £3 each. *D-Paint 3*, £7. *Photon Paint*, £15. *Simpsons*, £2. Joystick, £4. And much more.
Daniel Bunn
0787-476770

- *Dune 2*, *Frontier*, *Chaos Engine*, *JP*, *Goal!*, *Lemmings 2*, £12 each.
Ben Hooper
0622-820569

- *No Second Prize*, *F-15 2*, *F-29 Retaliator*, £10 each. Also *Chuck Yeager's AFT 2* – £5. All boxed originals.
Kevin Turner
0562-741997

- *Desert Strike*, *Superfrog*, *Flashback*, *Space Quest*, all £15 each or £55 for the lot.
Andrew Phillips
0892-541905

- *Combat Classics 2*, £20. *AV-8B Harrier Assault*, *Transarctica*, *Populous & The Promised Lands*, *World Class Rugby*, *Int Rugby Challenge*, £10 each. *Pirates*, *Speedball 2*, *Zork 2*, *Corporation*, £5 each. All originals.
Simon Russel
031-668 2916

- *Vigilante*, *Barbarian 2*, *Last Crusade*, *Football Manager WCE*, *After Burner*, *CJ's Elephant Antics*, *Licence to Kill*, £3 each or the lot for £20.
Chris Gordon
0726-63735

- *Armour-Geddon*, *Curse of Enchantia*, *Shadoworlds*, *Whirlwind Snooker*, *Ultima 6*, *Space Crusade*, *Hunter*, *Powermonger*, all £10.
Matthew Webb
0892-542987

HARDWARE

- Two Mega Drive controllers, carry case, four games, plus magazines, £99 ono.
Tictac Connelly
0324-613193

- Amiga 500 1Mb, joystick, mouse, boxed as new, £300 of games (all boxed) – only £300 ono. Action Replay Mk3 – £45.
Alex Goff
0273-561537

- Amiga 500 1Mb with GVP disk drive and Action Replay, plus *Cannon Fodder* and *Mortal Kombat*, £230.
Colin Lamont
0383-417963

- GVP 2 hard drive (81Mb) for A500. Mint condition with additional 2Mb RAM, £250.
Mike Wheeler
0708-341090

- One Meg A500, mouse and mat, *Turrican 1* and *2*, *SWIV*, *Rainbow Islands*, *X-Out*, *Altered Beast*, *Chase HQ* – £180 ono. Must be able to collect from Brighton.
Giles Pratt
0273-553324

- Amiga 1200, boxed, unused, 5 year guarantee, with oak-effect desk and swivel chair – £300.
Steven Smith
0474-5682542

2 Meg Amiga 500+, over £600 of games, blank disks, locking disk box, four joysticks and accessories. Boxed as new – £350 ono.
Wayne Morley
0268-732509

- Stereo Philips colour monitor and external disk drive, plus Action Replay MK3. All £200.
Patrick Thistle
0307-462712

- A500, 2.5 Meg, extra disk drive, Action Replay 3, two joysticks, two mice, over 50 games, all boxed top titles – £300 ono.
Nigel Perrot
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- Amiga 500, one Meg upgrade, £300 of games including *Syndicate* and *Chaos Engine*, plus NEC Pinwriter P2200. All for £210. Cash only.
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0932-228680

- A500+ with 6 Meg, 120Mb hard drive, second drive and loads of software – serious and games. About £1100 new. Sell for £500.
Ross Milne
0343-543800

- A500, one year old, 50 games, mouse, joystick, manuals and magazines. All as new. Only £250. No exchanges, cash only.
Simon Thompson
0799-543414

- Amiga 500, with mouse and joystick, TV adaptor and some games, £170.
Max Aylins
0737-222165

- CDTV unit with keyboard, disk drive and mouse for sale, £250. Cash please, no cheques. Good condition – £50 the lot.
Thomas Flynn
071-277 9133

- Sinclair Timex 2068 with Spectrum emulator and more than 50 games. Manuals and demonstration – £72. I can discuss another price if you really want me to.
Tiago Varanda
054-62749

- Sega Mega Drive with seven games including *Sonic 2*, *Ghouls 'n' Ghosts* and two joypads. Any serious offers considered.
Andy Barker
0969-23142

- Amiga 500, one Meg, £300 of games including *Syndicate*, *Chaos Engine*, *Wings*, and NEC Pinwriter and joystick – £300.
Daniel Bennet
0932-228680

- Mega Drive with eight games including *Sonic 1,2,3* and *Sonic Spinball*, £150 or swap for decent portable colour TV or monitor for Amiga.
Steven Laker
0732-362810

- One Meg A1500 in excellent condition. Boxed as new with all manuals, mouse, joystick and loads of mags – £200. Also, Game Boy for sale with seven good games, light, case and mains adaptor – £80.
Tim Wanstall
0227-375 927

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software – £1
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Tim Rogers
0723-362262

- One Meg A500 plus software, joystick etc, in brill condition for £180 ono. Citizen Swift 24 colour printer going for £125 ono. These are super buys.
Daniel Eriatsa
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- A500 with one Meg upgrade, joystick and loads of original games – £200. Buyer collects.
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0420-83662

- A500 1Mb, ext drive, 2 joysticks, manual, games, £220.
Kirk Smith
061-792 4560

- Miracle Piano Tutor for Amiga – £150. Star XB24 printer plus spare colour ribbons – £150. Action Replay board for A2000 – £35.
Flipflop Wannabe Barnes
0203-615654

- Trojan Phaser Light gun complete with two games – £15 ono (boxed).
Robin Kennedy
081-668 8958

- IBM PC compatible. Ideal for DOS and Basic programming. Complete with manuals etc – £200.
Shameless McGroin
0959-561651

- A600, one joystick, mouse, disk box, 17 original games, 21 demo disks including over 30 mags. £250 ono (excellent condition).
Craig Charlston
091-517 0958

- AMIGA POWER issues 32 (*Cannon Fodder*) and 33 with coverdisks, £2.75 each inc p&p. Also AF issues 43 and 52, no coverdisks, £2 each. Call any time after 4pm.
David Burgess
0530-271456

- A500, one Meg, mint condition, all accessories plus software – £150.
Mike Wheeler
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- A500, one Meg, three joysticks, mouse, loads of games, all originals, Action Replay MK3, loads of mags and demos. Good condition – £299.
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Owain Davies
0299-400979

- My *Skidmarks* or *Zool* for your *Syndicate* or both for *Beneath A Steel Sky*. No pirates.
Rory Sinclair
0343-542096

- My *Syndicate* for *Cannon Fodder* and *Skidmarks.*
Robert Eaves
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- *Body Blows* or *Assassin* for *Mega-lo-Mania, The Settlers* and *Brutal Sports Football.*
Jamie Cann
0274-731112

- I will swap *F1* and *A-Train* or *Bill's Tomato Game* for *Apocalypse, Sim City Deluxe* or anything good. Call after 6pm.
Colin Martin
0382-477903

PEN-PALS

- **Sam Collins**
8 Tivoli Tce. Sth.
Dun Laoighaire
Co. Dublin
Ireland
Looking for 11/12 year old A1200 owner. My interests are: reading, football, swimming, tennis, basketball and playing with my A1200. 100% reply.

- **Matt McPherson**
PO Box 65
Mt Austin
New South Wales
Australia 2650
Anyone/everyone welcome. Interests: Amiga, Mega Drive CD, comics, anime, manga, games, tips and anything else.

- **Jane Pepper**
47 Downs Wood
Epsomd Downs
Surrey KT18 5UJ
14 year old female metaller looking for foreign penpals of any age. Please write!

- **Deirdre Keelan**
Farndreg Cottage
Mount Avenue
Dundalk
Co. Louth, Ireland
This is not for a penpal but for a computer penpal club that I have. Its aim is to establish connections between Amiga users. For more information write to the above address.

- **James Sterling**
17 Manor Close, Hatfield
Herts, A110 9LW
Fe/male penfriend wanted aged 15+. My interests include computing and writing letters. 100% reply guaranteed.

- **Theresa Tomlin**
572 Kanuha Drive
Ft. Walton Beach
Florida, USA 32547
I'm 34 and interested in cats and Amiga 500 users. I'd prefer female users!

- **Rohan Sawall**
Lot 1 Araniles Street,
Ballarat, Victoria
Australia 3350
Hi, I'm 18 and own an A500. I'm looking for Amiga contacts worldwide to swap games 'n' things. Interested? 100% reply.

- **David Dowling**
4 Clanmoyle Road
Donnycarney, Dublin 5
I would like a penpal aged 13-14 who likes football, cricket and playing games. All replies answered.

- **Jose Manuel Muñoz Bou**
C/ Carlos Southon 15, 3º 7
12540 Villarreal
Castelbon, Spain
I'm the owner of an Amiga 500 and I'm looking for overseas penpals.

- **Christopher Dietrich**
3236 W.Ridge Pike
Apt. B, Eagleville
Pa. USA
Looking for a male/female penpal with Amiga interest. Will answer all.

- **Mark Simpson**
16 Fishermans Avenue
Southbourne
Bournemouth
Dorset BH6 3SQ
I am an A1200 addict. I have loads of games. I am 13 and looking for M/F penpals of the same age.

- **Neil Griffiths**
23 Marion Place
Newport
Gwent
NP9 2JZ
Amiga contacts wanted. Exchange, tips, etc. Any age. 100% reply.

- **Colin Fulcher**
10 Mansfield Place
Rothesay, Bute
Scotland PA20 9BU
I'm 15 and looking for penpals from America or anywhere in the UK. 100% reply.

- **Panayiotis Liakos**
29 Moraitini Street
Athens
Greece
GR – 10445
22-year-old A1200 owner, looking for female penpals aged 15-25, from the whole world! Interests include games, games, games! Send photos, I lost my darts target.

- **Mathew Mcmahon**
8 Norris Hill Drive
Heaton Norris
Stockport
Cheshire SK4 2NN
Male penpal wanted aged 8 to exchange tips and stuff for the Amiga A1200. Please send a photo.

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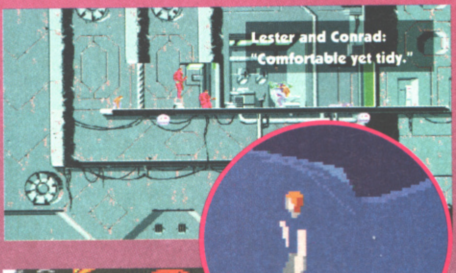
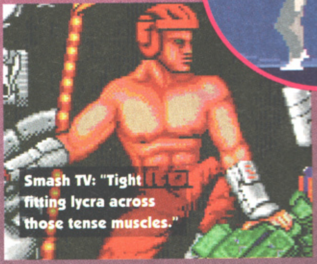
July 1994

The media has often portrayed the worlds of fashion and computer games as entirely separate. But tonight we hope to prove to you that...

IT AIN'T JUST ANORAKS


Lester and Conrad: "Comfortable yet tidy."


Smash TV: "Tight fitting lycra across those tense muscles."

Jeff Banks: Hello again, and welcome to the National Exhibition Centre in Birmingham for the Video Game and Computer Puzzler Fashion Awards 94, supported by AMIGA POWER (the world's best selling Amiga games magazine) and many top software producers. The lights are dimming to mark the start of the catwalk display, so I'll quickly introduce my two guests. Resplendent in his stylishly stripy T-shirt and fetching kilt is designer and TV presenter extraordinaire, John Paul Gaultier.

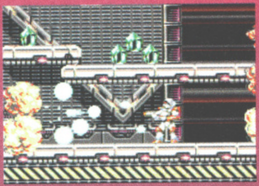
JP: Hello and welcome my British chums.

Jeff Banks: And next to him is a real old lady of progressive fashion, the pioneer of punk and purveyor of pop, Ms Vivienne Westwood.

Vivienne: Like, errr, hi.

Jeff: Well, first down the catwalk are Lester Chaykin and Conrad, stars of Delphine's smash games *Another World* and *Flashback*. They look comfortable yet tidy, although Conrad's shirt isn't quite as white as it could be. I'd recommend he changed his washing powder.

Viv: Spare me the commercials Jeff. These boys are perfectly dressed for adventuring across uncharted planets, with warm, sensible clothing that looks good in alien cities and protects them in hostile jungle terrains.



Mr Turrican: "Nuclear powered exo-skeletons are so passé, darling."

JP: And so stylish too. So elegant. It is all very, very French.

Jeff: Hmm, quite. Next up are the lads from *Smash TV* and *Total Carnage*. The Amiga versions may have been total losers, but just look at the these stylish and functional costumes. With such bright colours, you might think they'd fade in the wash, but I know for a fact that they've all been using a colour-kind detergent.

JP: Mmmm. I like zis. I lurve the tight fitting lycra across those tense muscles, and all those buckles and things also.

Viv: Of course, I did a similar thing back in '79 you know.

Jeff: Well, next up it's the girls' turn, with a selection of female fashion...

(A stunned silence is broken by John Paul)

JP: Well, there's no a lot you can say about that.

Viv: Quite. Exactly how many female readers did you say AMIGA POWER has?

Jeff: Well, moving onwards to less mysoginistic designs we've got a man who probably has no need of any washing powder, even if it's as good as the one I adver... er, use. Star of no less than three games, it's Mr Turrican!

JP: I do not know about this one. Maybe if he had a funny hat, or perhaps a little short kilt that showed off his...

Viv and Jeff: John Paul!

JP: What? I was going to say "knees." What is wrong with zat. You British are strange people. It is not as if I was going to say pe...

Viv (hurriedly): Well personally, I'd scrap the whole outfit. Nuclear powered exo-skeletons are so passé darling, so very 1980s.

Jeff: Well, that's about it for this week, but before we go, we'd like to ask our experts about you, the AP readership. I've got photos here from the recent AMIGA POWER *Nipper* compo in London, where one lucky reader walked away with a thousand pounds-worth of goodies. Vivienne and John Paul, what do you think of the fashion statements and styling decisions of this group?

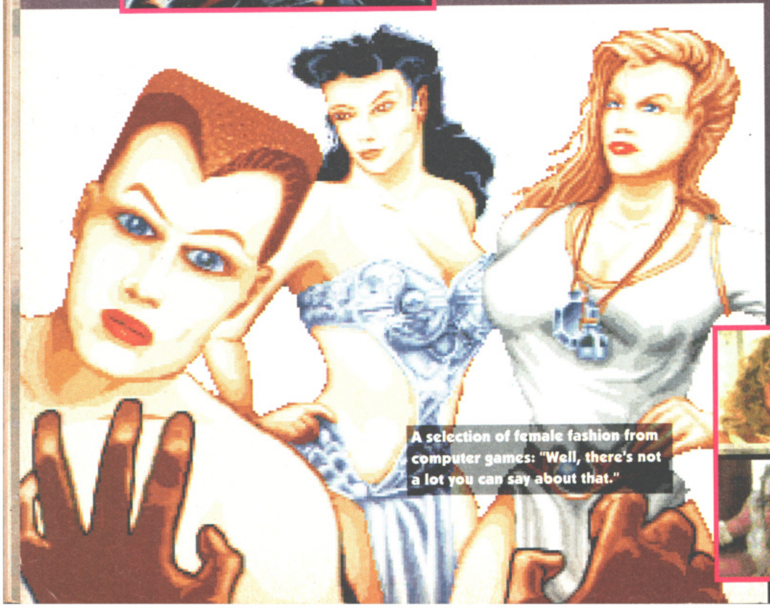
(The photos have been withheld from publication in the interests of decency and good taste. – Ed)

JP: Mon Dieu! Where do you start?

Viv: Nathan White's mum bought him a lime green and black shell suit? Eurghh, my skin's gone all goose bumpy.

Jeff: Hah hah. And as we deliberately set out to annoy and alienate yet more of the AMIGA POWER readers, it's time for us to bid farewell to the Birmingham NEC until next year. Bye now.

JP: Au revoir!


A selection of female fashion from computer games: "Well, there's not a lot you can say about that."

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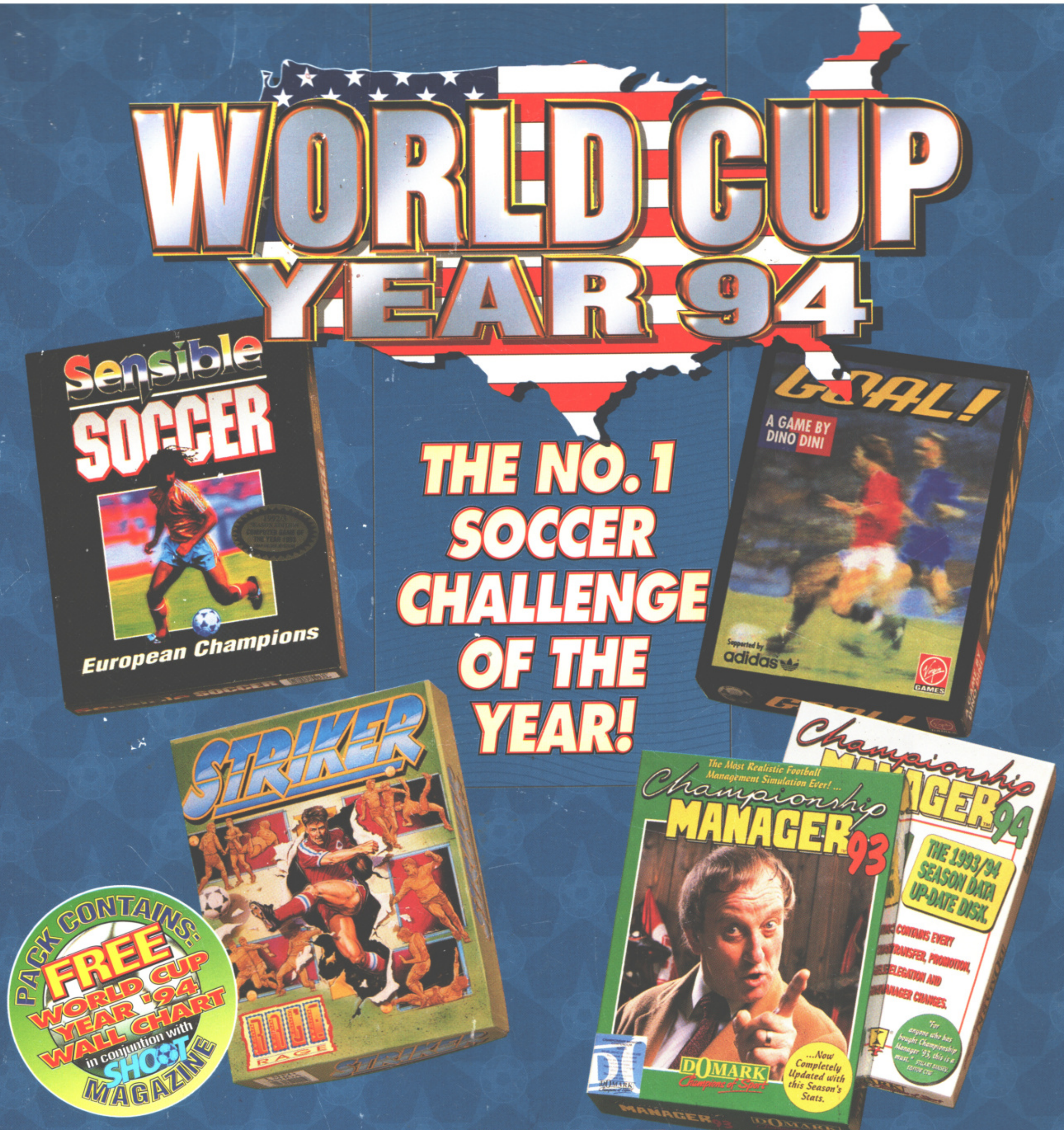
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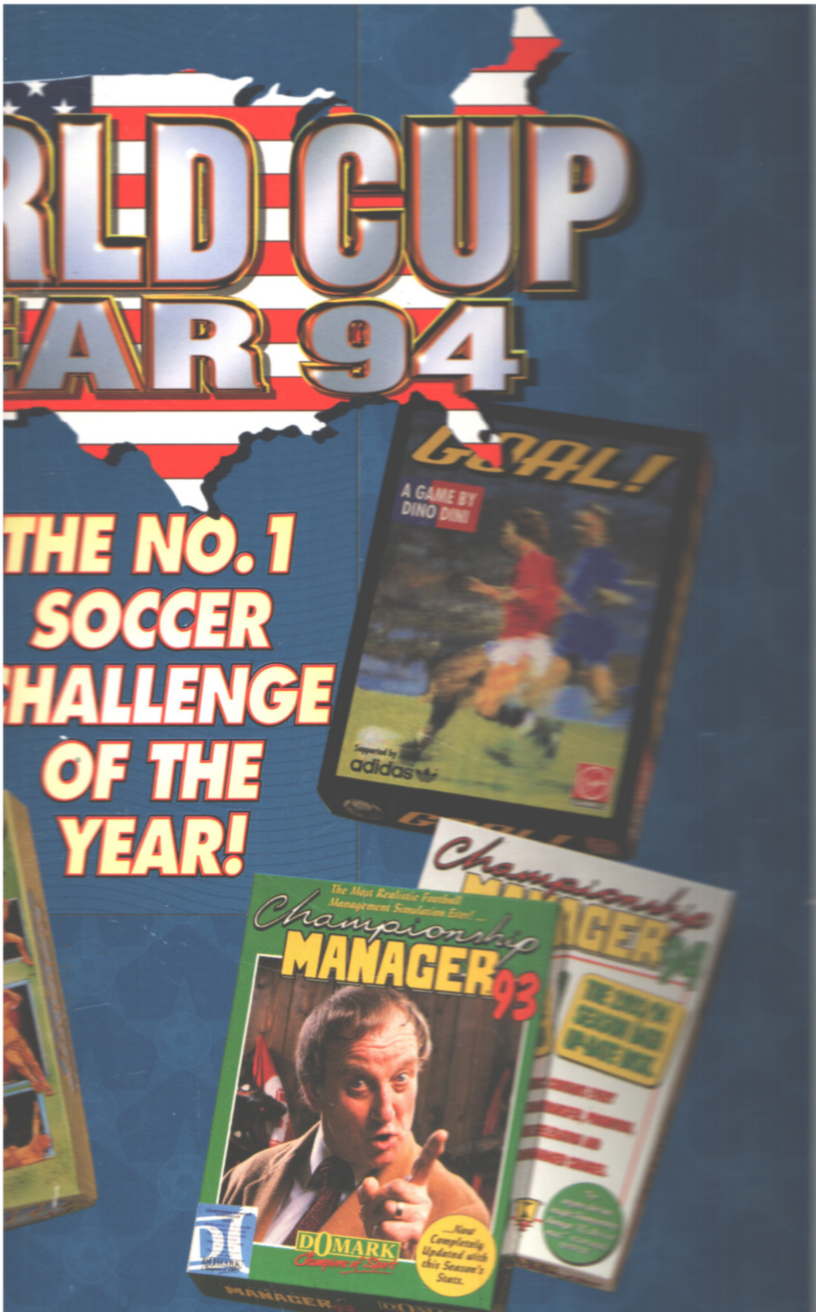
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